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# YU YU HAKUSHO

GHOST FILES

## DARK TOURNAMENT

暗黒武術会

This game has received the following rating from the ESRB



FUNimation  
Productions, Ltd.

ATARI



### DARK TOURNAMENT

暗黒武術会

#### PRIMA OFFICIAL GAME GUIDE

**Eric 'ECM' Mylonas**

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# PROLOGUE

## THE YU YU HAKUSHO® PHENOMENON

**YU YU HAKUSHO®** is a recent phenomenon in the English-speaking world. The concept sprang from the imagination of Yoshihiro Togashi, the creator of the manga *Tende Showaru Cupid*, *Level E*, and *Hunter X Hunter*. *Yu Yu Hakusho*® first debuted in the popular *Weekly Shonen Jump* in Japan in 1990 and covered 19 volumes, spawning a bizarre cast of characters fighting to right wrongs from beyond the grave.



The story's hero is the irascible Yusuke® Urameshi. His plight begins when, for once in his life, he does the right thing, but dies because of his efforts. His situation gets weirder as he travels across the afterlife and Earth with an unlikely band of heroes, including his former nemesis Kuwabara® and creatures such as Hiei® and Kurama™.

The inspiration for *Yu Yu Hakusho*® sprang from Togashi's love of horror films. *Yu Yu Hakusho*® soon evolved into a skewed take on the popular "fighting" manga, of which *Dragon Ball*® Z is the most enduring and popular example (amongst those in the United States).

## ANIMATION

Courtesy of FUNimation



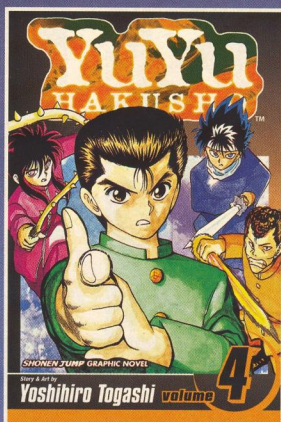
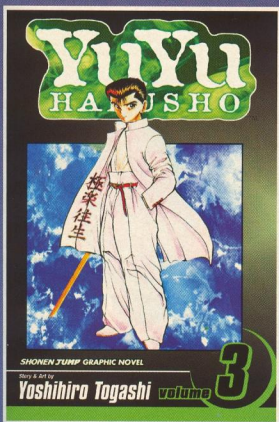
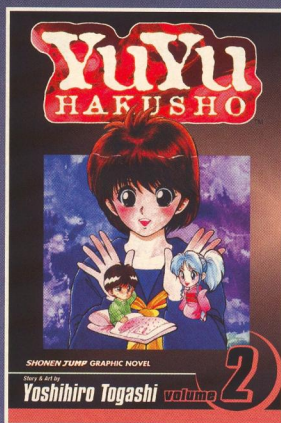
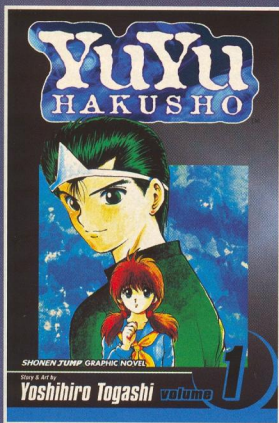
It's a safe bet that if you've heard of *Yu Yu Hakusho*® before now, your introduction came via the animated series produced in English-speaking countries by animation powerhouse FUNimation. FUNimation took their trademark touch from the super-hit *Dragon Ball*® and transferred it to *Yu Yu Hakusho*'s® demon-plagued world.

You can catch the series on Cartoon Network in the U.S., and on several DVD releases to date (the entire Dark Tournament Saga is available). The voice-acting is excellent and, though the animation technology is several years out of date (the series was originally shown on Japanese TV in the early '90s), it still holds its own against newer fare.



# PROLOGUE

## MANGA



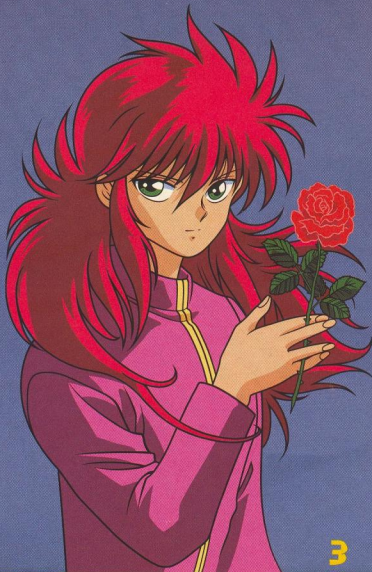
Volumes 1-4 of Viz's Yu Yu Hakusho®

For those who can't get enough of the anime, there are also Yusuke® and company's comic book (aka "manga") exploits. The manga was the original format in which the series debuted in Japan, and it is currently being reprinted on a monthly basis in the American version of *SHONEN JUMP Magazine* as well as their line of *SHONEN JUMP* graphic novels!

It's interesting to see the differences between the animated and manga versions in violence and language levels. For example, a key scene from the Dark Tournament Saga's first episode is excised from the animation because of graphic violence. There are also slight variations in art style from one form to another.

You can pick up the collected volumes (four are currently available) which are, as of this printing, just getting into the Dark Tournament Saga.

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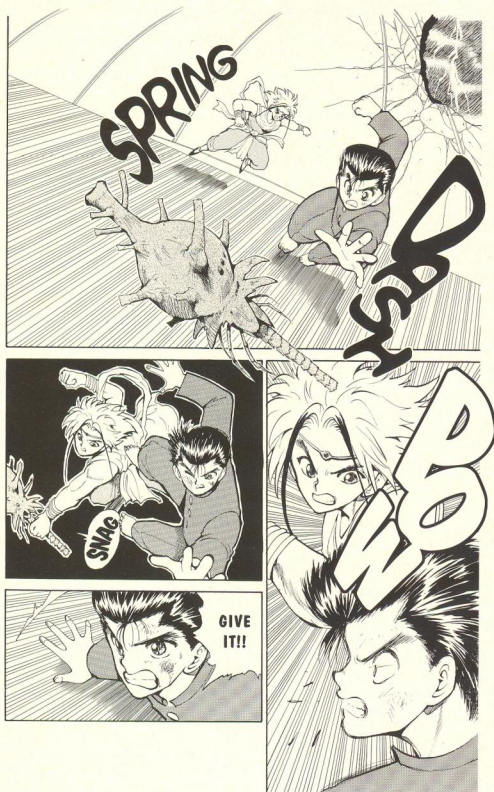
## GAMES

The recent GameBoy Advance *Spirit Detective* title and the game that's probably cradled in your PlayStation 2 right now are far from the first games to feature the *Yu Yu Hakusho*® characters and sagas. In fact, the games go almost as far back as the original manga's debut.





## PROLOGUE



Unfortunately, to play the games you'll have to do some detective work—none of them were made available to English-speaking audiences (in Europe or North America). The games' primary highlight is the fantastic Mega Drive (Japanese Sega Genesis) fighting game by cult game powerhouse Treasure.

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Other versions include the hard-to-find (and expensive) 3DO edition, which shares the substantial use of animated sequences with *Dark Tournament™*. There's also an army of titles on Super Famicom (Japanese Super Nintendo), plus a second title on Mega Drive (an action RPG) and the original GameBoy.

## BREAKING THE BONDS OF 2-D

It's clear that *Yu Yu Hakusho®: Dark Tournament™* has a lofty pedigree to live up to. However, we're certain that Togashi himself would include this game in the top tier of his most famous creation's manga-to-game translations.



# EPILOGUE

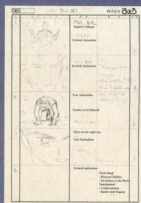
## ALL-NEW YU YU HAKUSHO ANIMATION!

If you're strong enough and managed to beat the entire game (up through Episode 31) you'll be treated to an ending unlike any in the annals of anime-to-game translations: a new, original, OVA (Original Video Animation) approximately 2 minutes in length wrapping up the entire Dark Tournament Saga!

What's most unique about this is the fact that this is the *first* new animation created for the series (courtesy of Fuji Creative, Pierrot, and FUNimation) since its original run in Japan and something no fan can afford to miss.

Herein we've included a truckload of stills as well as the accompanying storyboards (the templates from which the animation is derived) to show you just how closely they match one another:

## CAUTION: SPOILERS!





# INTRODUCTION AND BASICS



# INTRODUCTION AND BASICS

## BASIC CONTROLS



**NOTE**

This represents the bare-bones control scheme for every character in the game. Refer to the character-specific chapters for each character's complete roster of attacks.



# YU YU HAKUSHO™ GHOST FILES DARK TOURNAMENT 時黒武術会

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## GAME MODES

### Dark Tournament



This is the game's meat-and-potatoes mode. Herein you take various characters through the winding Dark Tournament storyline, playing as our heroes while experiencing key plot points throughout the anime/manga story. If you've ever wanted to live the Dark Tournament yourself, this is almost as good as being there. You do *not* choose a specific character to play as in this mode.



### Arcade

Arcade mode pits the player's selected character against a ladder of ten other fighters (locked and unlocked). After selecting a character, you must pick the warrior you fight your tenth battle with. Pick the warrior that you have the easiest time fighting, as that warrior will be the toughest battle you face.



### Training

Training mode allows you to pick any of the currently available characters and run them through a gauntlet at Genkai's™ command, executing your character's vast repertoire of moves. In Training mode, you also have to choose an opponent to train with. This is useful because it allows you to train against small, medium, or large characters. At the conclusion of each character's moves list, you'll unlock a Token (for info on training and gameplay in general, see "Strategy").



### Skirmish

The Skirmish mode is the ubiquitous versus mode found in most fighting games. You play against a friend or the computer to determine who is the best warrior in the world. Keep in mind that you'll only have access to those fighters and stages that are currently unlocked.



### Token Game

This game might seem initially out of place, but can quickly consume most of your time in-game if you're not careful. Basically, this is a simple but addictive Token Game. For in-depth info, refer to the Token Game chapter.



## FIGHTING STRATEGY



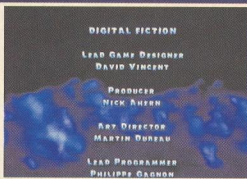
### Options

In Options mode, you do everything from adjusting sound level balance to entering cheats to unlocking various items and characters in-game.



### Credits

This displays the credits roll for all the fine people involved in the development of this very deep game.



## SECRETS

*Yu Yu Hakusho: Dark Tournament*™ is stuffed with hidden items and characters. As we journey throughout the game, we point out key items and characters, and how they're unlocked. In the character chapters, we provide the exact criteria for gaining access to each character featured.

### NOTE

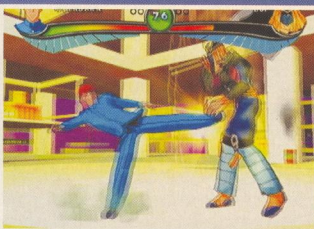
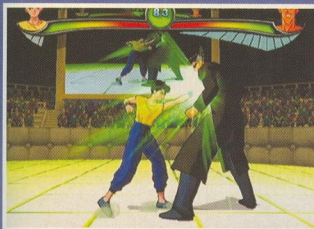
When you first boot up the game, you only have access to five fighters: Yusuke®, Masked Fighter™, Kuwabara®, Hiei®, and Kurama™. The remaining 20 characters are unlocked at various points in the game.

## FIGHTING STRATEGY

### EVERYBODY WAS SPIRIT MOVE FIGHTING...



Since the bulk of *Yu Yu Hakusho: Dark Tournament*™ centers around pounding the pulp out of opponents, we give you a solid grounding in the game's basic mechanics. The end result is that you'll be a more destructive fighting machine.





## GENERIC MOVES

Generic Moves are a bare-bones set of attacks and moves that every character in the game shares. These moves include everything from basic punches and kicks to a standard throw, and everything in between. The following table depicts the Generic Moves in their entirety.

Two buttons are dedicated to punches: one weak (■) and one strong (▲). The more powerful blow is slower and takes more time to recover from (more on recovery times to follow).

There is only one Kick button, but combining it with various movements yields a host of sub-kicks and more powerful assaults.

To jump and duck in *Yu Yu Hakusho®: Dark Tournament™* you must hold ↓. So, to duck, you'd press X, ↓. When you're in a crouching position, continue to hold ↓ to stay crouched (you can release X at this point). To jump, press ↓ + ↑ or ↓ + ↗ or ↓ + ↖. The key is to press them *at the same time* or you'll just sidestep or block an attack, in advertently leading to a serious beating.

## Generic Moves

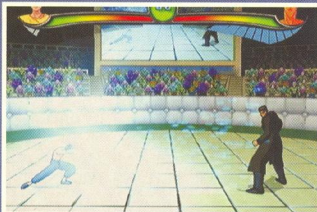
MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Uppercut	▲ (crouching)
Punch	▲	Sweep	⇐ + ● (crouching)
Kick	●	Grab and Throw	▲ + ●
Spin Kick*	⇐ + ●	Wake-Up Kick	■
Low Punch	■ (crouching)	Jumping Attack	■ (jumping)
Low Kick	● (crouching)		

\* Not available against small opponents

## TIP

Use the Wake-Up Kick to score an easy blow after being knocked down by the computer. Press ■ while you're on your back and you deliver a nasty blow that the computer takes on the chin.

## SPIRIT MOVES



It wouldn't be *Yu Yu Hakusho®* without a legion of Spirit Moves at your command. Generally, there are two different classes of Spirit Moves: Innate and Weapon-based.

Innate Spirit Moves are moves that don't require drawing a weapon to activate them. This includes Yusuke's® Spirit Gun, even though he's technically using a "weapon." Generally, characters that rely more heavily on Innate Moves are quicker and lithe, while weapon-based guys are slower. However, this rule is not absolute.

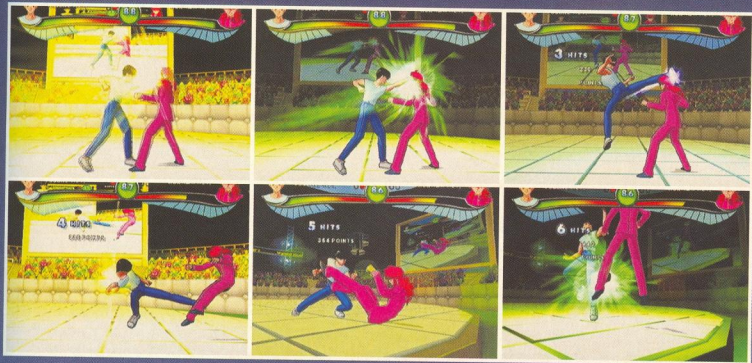
Weapon-based Spirit Moves demand the character actively press a button to engage his weapon, and then perform various attacks. Kuwabara® is a Weapon-based Spirit Move character. Generally, Weapon-based Moves characters have to be more careful about energy drain, but they also tend to mete out more damage.



## FIGHTING STRATEGY

Some of the best Spirit Moves are those that restore status or paralyze foes. These moves enable a select group of characters to reinvigorate their life bar or energy bar at will. Others can freeze foes in position and deliver crushing combos while their opponents watch helplessly from the virtual sidelines.

### COMBOS



The most destructive moves you have at your command are the various combos built into the game. A combo (or combination) is a string of moves which, after the first hit connects, is unblockable. However, there are some caveats to that basic definition.

For one, you must be close enough to your foe so that you're in range for every hit to connect

without pushing an enemy away and out of range. This is important for smaller characters and those with short reaches, as they must be in an opponent's face for each move to connect through the chain. That's the basis for the *Yu Yu Hakusho*: *Dark Tournament*™ combos system.

Chain combos require that you make precise, well-timed button presses as each sequence is executed. Take Yusuke's® Ultra Beam (▲, ■, ▲, ⇐, + ▲), for example. It's a simple combo but it requires quick button presses to squeeze in each succeeding move. Pace the moves with the correct timing or you'll hit too late and break the combo. If you combo breaks, your foe breaks you.

Be wary of over-relying on combos. If you're intent on performing the combo and a foe blocks the chain, you're left wide open to a vicious thumping (and given how devastating some of the combos are, that can end a match fast). This is the "recovery" we referred to earlier.

A nice thing about combos, however, is that many of them are on auto-pilot after the first few hits. Some combos require you to only enter three or four sequences to score six to seven-hit combos, so you can sit back and watch your character execute the tail end of the combo or grab a drink from the fridge.

### RING OUTS

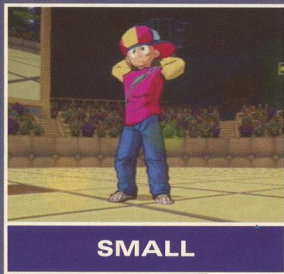


There's one quick, sure way to decisively end a match—via a Ring Out. What's a Ring Out? It refers to forcing a foe outside the arena's boundaries (much as one would in a Sumo match).

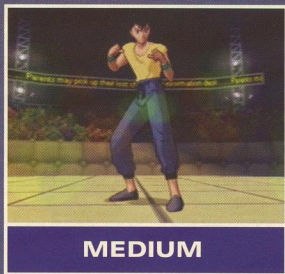
While it's not a valid strategy to count on scoring Ring Outs to end a match, if your foes are near the perimeter, push them out with an uppercut or combo ending in a move that lifts them off their feet. Bear in mind that simply running them out isn't going to work, and you'll have to put some "oomph" behind the push to send them packing.



## CHARACTER TYPES



**SMALL**



**MEDIUM**



**LARGE**

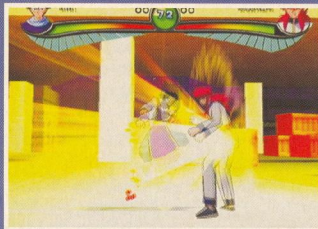
Fighters in *Yu Yu Hakusho®: Dark Tournament™* fall under three basic fighting game archetypes: small, medium, and large. There are two sizes of medium fighters—Yusuke® is shorter than Kuwabara®. Those who have played fighting games for years know about this, but if you're new to the genre, it generally goes that the larger guys are the strongest but slowest; the small guys are fast but quick; and the medium (and, generally, the vast majority) fall somewhere between the two extremes.

Picking amongst these classes has varying advantages and relies on your play style. Typically the larger fellows are played the least, as they require a willingness to get hit in order to land a devastating attack and, therefore, require more skill than the other classes. Tanking is their chosen path to victory. They wade in, take the heat, and then return it.

The small guys don't get a lot of play time because they don't mete out sufficient damage and, without a skilled player, they can be wiped out quickly. There are two ways to play small guys: hit-and-run or non-stop assault. You need to be a good blocker either way.

The mid-range guys represent the largest number of characters and boast the biggest number of "favorite characters" because there is more flexibility in how you play them. While full-on tanking is a bad idea, hit-and-run and non-stop assaults are effective. You can focus less on blocking, as you'll be more durable than the little guys.

## RINGING BELLS



That covers the basics and some advanced fighting theory. Practice makes perfect, so hit Practice mode to nail down combo timing. Before long, you'll be bringing Dark Tournament mode to its knees and, hopefully, your friends too.



## THE ROSTER

Herein you'll find the complete roster for all the characters in *Yu Yu Hakusho®: Dark Tournament™*. From Yusuke® to Younger Toguro™, the gang's all here.

Although all the characters are listed here, be aware that only the following are immediately playable:

YUSUKE® KUWABARA® MASKED FIGHTER™  
HIEI® KURAMA™

The remaining 20 characters are unlocked through various criteria detailed within each character's roster entry, as well as in a complete table found in the Token Game chapter.

For the various moves lists located throughout the roster sections, please note:

- \* The moves are shown in the order in which they appear in the game.
- \* An ellipsis (...) denotes a brief pause while entering button commands.
- \* A **colored** button indicates that the button must be held down during that portion of the move sequence.

## TEAM URAMESHI™

### YUSUKE® URAMESHI

Fourteen-year-old Yusuke® Urameshi is the worst student at Sarayashiki Junior High. He gets terrible grades, skips class as often as possible, and has little respect for authority. On top of that, his coarse language and brash, arrogant manner get him into more altercations than he can count. Fortunately, he's good at protecting himself. Really good. In fact, Yusuke® has the reputation of being the toughest kid in town.

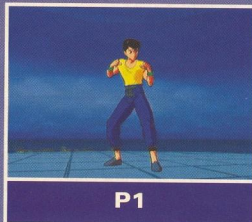
But despite his killer rep, Yusuke® is misunderstood. His home life is troubled. He is constantly hounded by his teachers, by his mother, and by fellow students gunning for him. As such, Yusuke® is generally pretty miserable. Only after being assigned the job of Spirit Detective does Yusuke® truly begin to find his place in life.



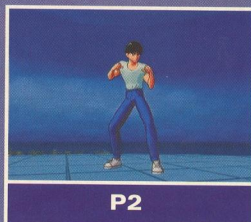
#### VITAL STATS

##### First Appearance:

*Yu Yu Hakusho®,  
Surprised to  
Be Dead*



P1



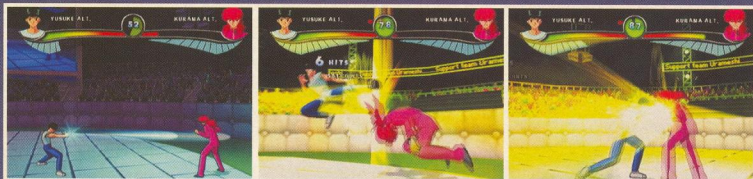
P2

NOTE

**Yusuke® is immediately available at the start of the game across all its modes and, therefore, there is no specific criteria for unlocking him.**



### GENERAL STRATEGY



While it's not surprising, Yusuke® is amongst the best fighters in the game. He is quick on his feet, and fast and strong with his fists as well.

Yusuke® has a blistering array of moves and a large set of combos from the start, even before players begin improvising their own. The Hard Strike set of moves is a great way to open a fight and to force an unwitting foe back into a corner from whence escape may prove elusive (and a ring out a likely prospect).

His special moves like the Spirit Gun (and its analog, the Spirit Shotgun) play an integral role in any successful player's repertoire. Though most combatants will see these attacks coming, mixing them in with various short and long-form combos will result in a play style that's fun to watch and hard for an opponent to nail down before he, himself, is *nailed* down with a double Spirit Gun blast.

But it's not all good news for Yusuke®. While his wide variety of attacks and long combo strings make for an exciting character, connecting all those button presses and nailing every hit of a combo is daunting. He also isn't the most resilient character you'll encounter, so he's probably not the best choice on Team Uramesh™ for "tanking" (that honor goes to Kuwabara®), i.e. wading in face-first and absorbing mad amounts of blows before delivering the coup de grace.

### COMPLETE MOVES LIST

#### Generic Moves

MOVES	BUTTON PRESSES
Kick	●
Spin Kick	↩+●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	↩+● (crouching)
Grab and Throw	▲+●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

#### Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒+■
Arrow Kick	⇒, ⇒, ●
Rapid Fire Kick	●
Rapid Fire Punch	■
Rapid Fire Strong Punch	▲
Slide	● (running)

#### Spirit Moves

MOVES	BUTTON PRESSES
Spirit Gun	⇒+ [R1]
Spirit Shotgun	↩+ [R2]
Jumping Spirit Gun	[R1] (jumping)
Spirit Cuffs	↩, ⇒+ [L1]
Double Spirit Gun	↩, ⇒+ [R1]



## Combos

MOVES	BUTTON PRESSES
Avenging Punch	⇒, ⇐+▲
Avenging Punch Chained	⇒, ⇐+▲...●
Avenging Chained Take Off	⇒, ⇐+▲...●...⇒+●
Apprentice's Rise	⇐, ⇒+● (crouching)
Hard Strike	↑, ⇐+●
Hard Strike Chained	↑, ⇐+●...●
Hard Strike Chained Take Off	↑, ⇐+●...●...⇒+●
Small Fury	⇒, ⇐+■
Master Take Off	⇒, ⇐+■...⇒+●



## ILLUSTRATED MOVES

### SPECIFIC MOVES

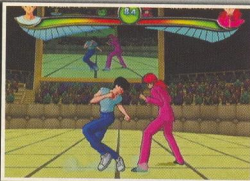
#### High Punch

⇒+■



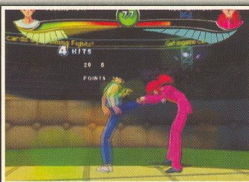
#### Arrow Kick

⇐, ⇒, ●





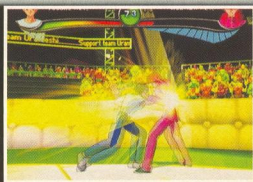
#### Rapid Fire Kick



#### Rapid Fire Punch



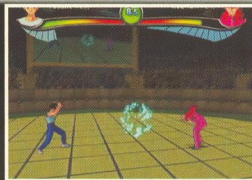
#### Rapid Fire Strong Punch



### SPIRIT MOVES

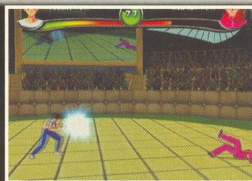
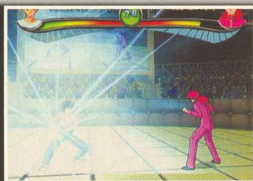
#### Spirit Gun

⇒ + [R1]



#### Spirit Shotgun

⇐ + [R2]





## Jumping Spirit Gun

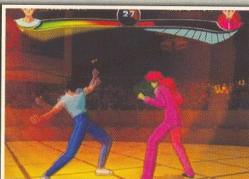
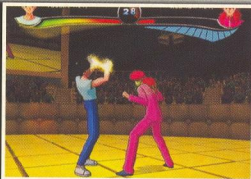
[R1]

while jumping



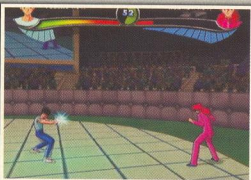
## Spirit Cuffs

⇐, ⇒ + [L1]



## Double Spirit Gun

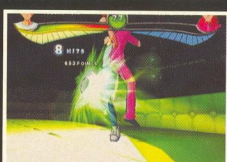
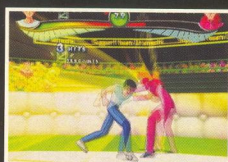
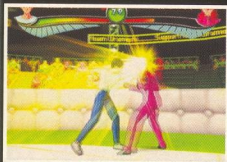
⇐, ⇒ + [R1]



## COMBOS

### Avenging Chained Take Off

⇒, ⇐ + ▲ ... ● ⇒ + ●





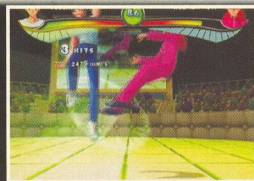
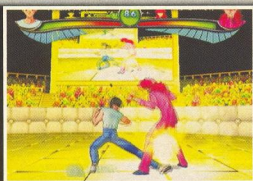
## DARK TOURNAMENT

暗黒武闘会

PRIMA OFFICIAL GAME GUIDE

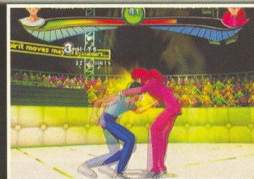
### Apprentice's Rise

←, → + ●  
(crouching)



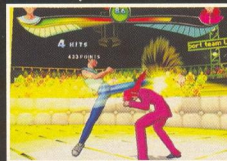
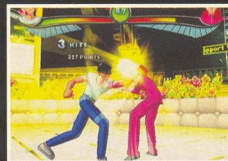
### Hard Strike

↑, ←, → + ●



### Hard Strike Chained

↑, ←, → + ● ... ●



### Hard Strike Chained Take Off

↑, ←, → + ● ... ● ... → + ●

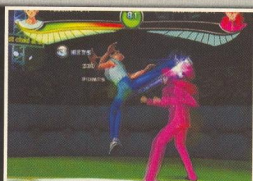
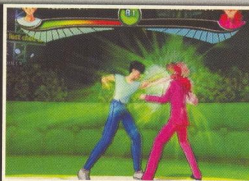




## TEAM URAMESHI™

### Small Fury

⇒, ⇐+■



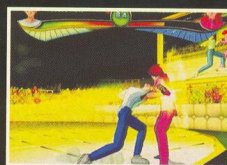
### Master Take Off

⇒, ⇐+■...⇒+●



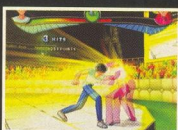
### Avenging Punch

⇒, ⇐+▲



### Avenging Punch Chained

⇒, ⇐+▲...●



## MASKED FIGHTER™

As the name implies, this fighter's identity is a mystery. He shows up with Yusuke® at the port where the ship to Hanging Neck Island is docked. But when a huge battle royale breaks out on the deck of the ship, the Masked Fighter™ takes care of the whole lot with the Spirit Shotgun. As the Dark Tournament progresses, the Masked Fighter's™ secrets slowly begin to be known.







P1



P2

#### VITAL STATS

##### First Appearance:

*Yu Yu Hakusho®,  
The Black  
Tournament Begins*

#### NOTE

The Masked Fighter™ is immediately available at the start of the game across all its modes and, therefore, there is no specific criteria for unlocking him.

## GENERAL STRATEGY



The Masked Fighter™ is an enigma. While one might expect him to be an offensive dynamo, it seems that

from his available moves, he is best suited as a turtle character—which is sure to drive opponents nuts.

By “turtle” we mean that the character waits for a foe to attack rather than directly engaging the foe. Many of his moves are fantastic *if* the player waits for a foe to exhaust a combo or other move, leaving the opponent wide open for abuse with the various Spirit moves at his command.

The Masked Fighter™ has a decent complement of solid combos to draw upon, if the player is forced into head-to-head matches against a foe that won't let off the heat. Master's Mark and Mentor's Focus give anyone the impression that the Masked Fighter™ isn't here just to play games.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
Palm Strike	▲
Scissor Kick	⇒+●
Slide	● (running)
Spin Punch	⇐+▲

## Spirit Moves

MOVES	BUTTON PRESSES
Spirit Gun	⇒+ [R1]
Jumping Spirit Gun	[R1] (jumping)
Spirit Shotgun	⇐+ [R2]
Spirit Wave Orb	⇐+ [R1]
Spirit Reflection Blast	↑+ [R2]
Regenerate	↓+ [R1]

## Combos

MOVES	BUTTON PRESSES
Rapid Fire Kick	●
Rapid Fire Punch	■, ■
Old Trick	⇒, ↓, ⇐+▲
Master's Mark	⇒, ↓, ⇐+▲... ⇐+●
Past Retribution	⇒, ● (crouching)
Mentor's Focus	⇒, ● ... ⇐+● (crouching)
Masked Pain	⇒, ↓, ⇐, ■

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Palm Strike



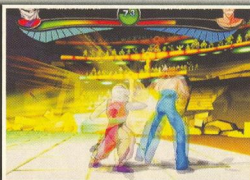
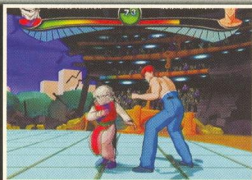
#### Scissor Kick





**Spin Punch**

← + ▲



**SPIRIT MOVES**

**Spirit Gun**

⇒ + R1



**Jumping Spirit Gun**

R1

(jumping)



**Spirit Shotgun**

← + R2



**Spirit Wave Orb**

← + R1

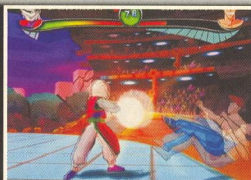
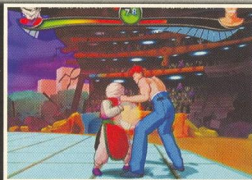




# TEAM URAMESHI™

## Spirit Reflection Blast

↑ + R2



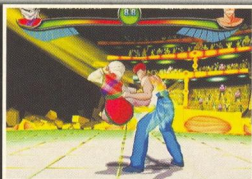
## Regenerate

↓ + R1



## COMBOS

### Rapid Fire Kick



### Rapid Fire Punch



### Old Trick

⇒, ↓, ⇐ + ▲





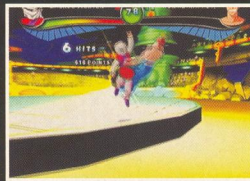
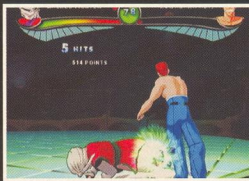
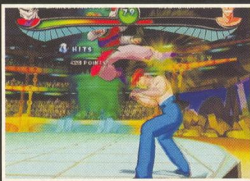
## DARK TOURNAMENT

暗黒武術会

### PRIMA OFFICIAL GAME GUIDE

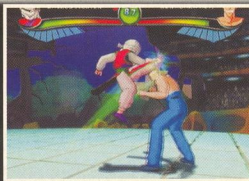
#### Master's Mark

⇒, ↓, ⇐+▲...  
⇐+●



#### Past Retribution

⇒, ●  
(crouching)



#### Mentor's Focus

⇒, ●... ⇐+● (crouching)



## KUWABARA®

Kuwabara® is Yusuke's® chief rival at Sarayashiki Junior High. Like Yusuke®, he isn't the greatest student, but he is an excellent fighter. Next to Yusuke® he is a formidable adversary. Kuwabara® is driven by an unwavering desire to be the best. Adding comic relief to Yu Yu Hakusho®, Kuwabara® has an affinity for kittens.

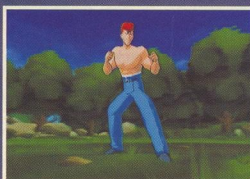




## TEAM URAMESHI™



P1



P2

### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
Surprised to  
Be Dead*

### NOTE

Kuwabara® is immediately available at the start of the game across all its modes and, therefore, there is no specific criteria for unlocking him.

## GENERAL STRATEGY



It takes a thug to play like a thug, and that's how most players approach Kuwabara®: arms out and flailing,

sword swinging, and wading into battle with little care for their own well-being (and Kuwabara® likes it like that).

Needless to say, Kuwabara® is a larger character and moves more slowly than the other members of Team Urameshi™. On the plus side, however, this means he gets a boost in offensive power and is a true brawler's dream come true.

The sole "tank" on Team Urameshi™, he's the guy to call upon when you need a high-damage/high-resistance character to take down some of the bigger boys. His various combos do massive damage and his sword attacks are nothing to sneeze at, either (though be wary of the energy drain such blows require).

Not only does Kuwabara® get brutal combos, but he even gets a decent missile attack by way of the Shrapnel Sword. This is a good opener to keep foes on their toes. Kuwabara® has more reach and delivers more damage with his sword, but this has a cost: He can't block with his sword. The boy can take a serious whipping and keep on fighting.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↩ + ●	Sweep	↩ + ● (crouching)		



#### Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒ + ■
Rapid Fire Punch	■
Rapid Fire Strong Punch	▲
Sword Direct Low	● (crouching, sword)
Sword Slash Down	↓ + ▲ (sword)

#### Spirit Moves

MOVES	BUTTON PRESSES
Sword On	[R1]
Sword Get Longer	⇒ + [L1] (sword)
Shrapnel Sword	⇒ + [R2]
Power of Love	↑ + [L2]
Sword Off	[R1]
Jumping Sword Get Longer	[R1] (jumping, sword)

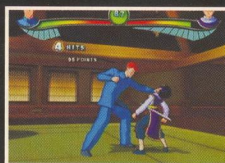
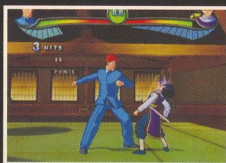
#### Combos

MOVES	BUTTON PRESSES
Punch Everywhere	⇒, ⇒ + ■
Crash Wave	⇒, ⇒ + ■ ... ↓ + ▲
Slash Around	⇒, ⇒ + ▲ (sword)
All Out	⇐, ⇒ + ●
Round Up!	⇐, ⇒ + ● ... ⇐ + ●

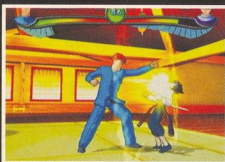
## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Rapid Fire Punch ■



#### Rapid Fire Strong Punch ▲





## Sword Direct Low

○  
(crouching, sword)



## Sword Slash Down

↓ + ▲  
(sword)



## SPIRIT MOVES

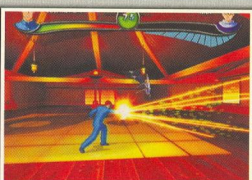
### Sword Get Longer

⇒ + [L1]  
(sword)



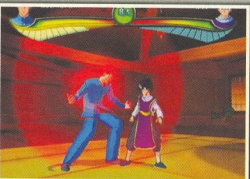
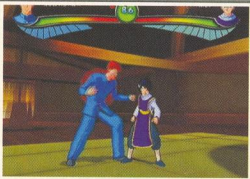
### Shrapnel Sword

⇒ + [R2]



### Power of Love

↑ + [L2]



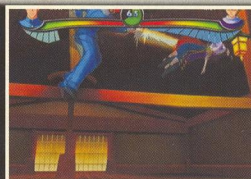
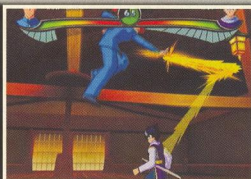




#### Jumping Sword Get Longer

[R1]

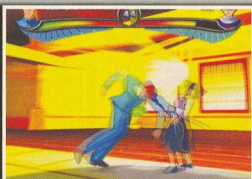
(jumping, sword)



#### COMBOS

##### Punch Everywhere

⇒, ↵+■

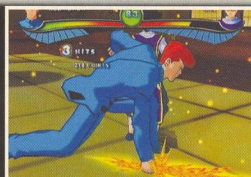


##### Crash Wave ⇒, ↵+■...↓+▲



##### Slash Around

⇒, ↵+▲

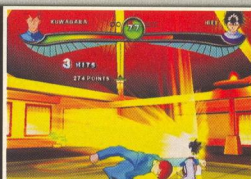
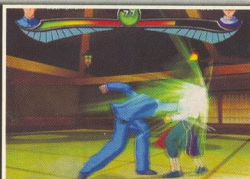




## TEAM URAMESHI™

### All Out

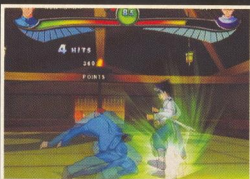
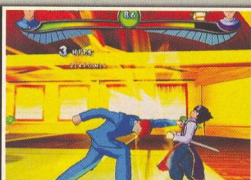
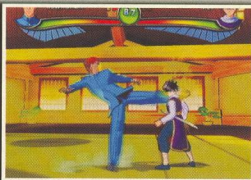
⇐, ⇒, + ●



### Round Up!

⇐, ⇒, + ● ...

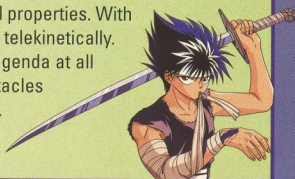
⇐ + ●



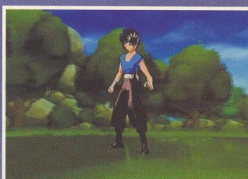
## Hiei®

Hiei® is a fire apparition whose true origins are unknown. He is a master swordsman, and his strength and speed are incredible. However, these are hardly his most fearsome abilities. Typically kept concealed behind a bandanna on his forehead is the Jagan, a mysterious third eye that possesses magical properties. With it he can control weak-minded humans, send telepathic messages, and move objects telekinetically.

Hiei® is fiercely independent, and his raw ambition drives him to pursue his own agenda at all times. Although he generally cares little for human life, and views others as mere obstacles in the pursuit of his own goals, Hiei® strictly adheres to his own unique code of honor. As such, he helps those who help him, and is fiercely loyal to those who have managed to earn his respect.



P1



P2

### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
Three Monsters*

### NOTE

Hiei® is immediately available at the start of the game across all its modes and, therefore, there is no specific criteria for unlocking him.



## GENERAL STRATEGY



Hiei® is the prototypical speedy fighting game character. His moves (and his ability to fight and win) are all based on his high velocity. Note his combos: All of them are fairly short and

simple, lending to a hit-and-run style of play (or, if you're more advanced, you can hit-and-bury with rapid fire assaults, preventing a foe from regaining his or her footing).

Although he generally doesn't inflict damage like Kuwabara® or Yusuke® he does have a few ultra-devastating attacks in his repertoire that will ruin anyone's day. Chief among these is the Dragon of the Darkness Flame, which puts an end to an opponent's quest for glory. To perform any of Hiei's® Spirit Moves, Hiei® must have his Spirit bar full. Depending on how much energy he used, his bar replenishes more or less slowly.

Due to his small size and speed, Hiei® is not one for getting involved in protracted, drawn-out battles. If you find yourself constantly getting pummeled by larger and more damaging foes, it may be a sign that more practice is in order, as he is certainly one of the more skill-based characters in the game—not unlike his anime and manga alter-ego.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		





## Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒ + ■
Rapid Fire Kick	●
Sword Dash	⇒ + ● (running)
Sword Off	[R1]
Sword On	[R1]
Slash Down	↓ + ▲ (sword)
Slash Up	↙ + ▲ (sword, crouching)
Sword Down	↑, ↓ + ▲ (weapon)

## Spirit Moves

MOVES	BUTTON PRESSES
Dragon of the Darkness Flame	⇐, ⇒ + [L1]
Teleport	[R2]
Fist of the Mortal Flame	[R1] (jumping)



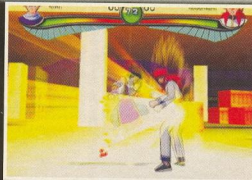
## Combos

MOVES	BUTTON PRESSES
Rapid Fire Punch	■
Dragon Rise	↑, ⇒ + ■
Slashing Flame	↓, ⇒ + ▲
Black Fire	⇐, ↓ + ■ (sword)
Kick Out	↑, ⇒ + ■ ... ●
Slash Down Combo	↓, ⇒ + ▲ ... [L1]
Mortal Wave	⇐, ↓ + ■ ... ↑ + ▲ (weapon)

## ILLUSTRATED MOVES

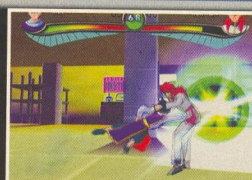
### SPECIFIC MOVES

#### Rapid Fire Kick



#### Sword Dash

⇒ + ●  
(running)





## DARK TOURNAMENT

暗黒武術会

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### Slash Down

↓+▲  
(sword)



### Slash Up

↵+▲  
(sword, crouching)



### Sword Down

↑, ↓+▲  
(weapon)



## SPIRIT MOVES

### Dragon of the Darkness Flame

↵, ↶+L1



### Teleport

R2





## Fist of the Mortal Flame

**R1**  
(jumping)



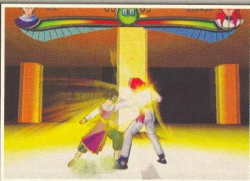
## COMBOS

### Rapid Fire Punch



### Dragon Rise

↑, ⇒ + ■



### Slashing Flame

↓, ⇒ + ▲



### Black Fire

⇐, ↓ + ■  
(sword)





## DARK TOURNAMENT

暗黒武術会

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### Kick Out

↑, ⇒ + ■ ... ●



### Slash Down Combo

↓, ⇒ + ▲ ...

[L1]

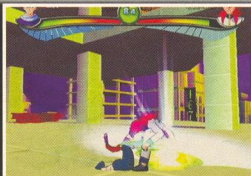


### Mortal Wave

⇐, ↓ + ■ ...

↑ + ▲

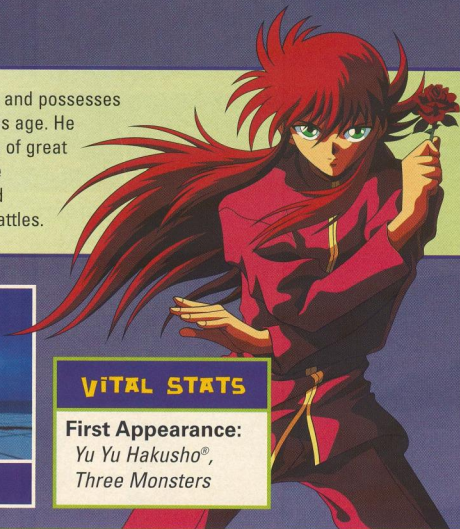
(weapon)





## KURAMA™

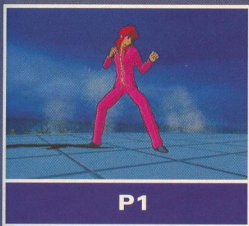
Not actually a human, Kurama™ has lived for over 300 years and possesses the wisdom and knowledge one would expect of someone his age. He is generally soft-spoken, almost eerily calm, even in the face of great adversity. But this calm exterior belies Kurama's™ incredible strength. He is a powerful, ruthless warrior, with wisdom and experience. As such, he is a formidable opponent to all he battles.



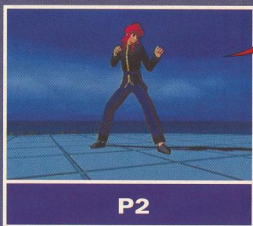
### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
Three Monsters*



P1



P2

### NOTE

**Kurama™ is immediately available at the start of the game across all its modes and, therefore, there is no specific criteria for unlocking him.**

## GENERAL STRATEGY



Yoko Kurama's™ Death Ray blasts and excellent missile attacks make him an offensive powerhouse. The whip-based blows of Kurama™ keep most foes at bay and don't drain energy, nor do they require Kurama™ to draw energy (as is the case with Kuwabara® and Hiei®). This gives Kurama™ a much-needed boost in speed and eliminates at least one step in many attacks and combos.

Be careful with Kurama™: His Spirit bar replenishes very quickly, at the cost of some Life Energy. This gives Kurama™ an always ample supply of Spirit Energy, but could also kill him. By morphing into Yoko Kurama™, you get unlimited Spirit Energy, but the effect remains effective for only 20 seconds.

Kurama™ doesn't have the most exciting combos, but they are simple to execute compared to those of his more complex teammates. Seed Rise, for example, is easy to pull off and does out substantial damage (and it looks good!).

Of Team Urameshi™, Kurama™ is the most difficult to come to grips with because you must constantly shift between his two forms for your offense to be complete.



## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	⇐ + ●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	⇐ + ● (crouching)
Grab and Throw	▲ + ●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒ + ■
Arrow Kick	⇐, ⇒, ●
Rapid Fire Punch	■
Rapid Fire Strong Punch	▲

### Spirit Moves

MOVES	BUTTON PRESSES
Rose Whip	⇐ + [L1]
Whip Repel	⇐ + [L1]
Whip Sweep	⇐ + [L1] (crouching)
Rose Darts	⇒ + [R1]
Rose Rain	⇐ + [R2]
Seed of the Death Plant	⇒ + [R2]
Yoko Kurama™	⇐ + [L2]
Death Ray	⇒ + [L2] (morphed)
Death Ray Flying	[R1] (jumping, morphed)
Death Tree	⇐ + [L1] (morphed)
Jumping Rose Whip	[R1] (while in the air)

### Combos

MOVES	BUTTON PRESSES
Thorn Attack	⇐, ⇒ + ▲
Thorn Attack Kick Out	⇐, ⇒ + ▲ ... ⇐ + ●
Spine Pain	⇐, ⇒ + ■
Seed Rise	⇐, ⇒ + ■ ... ●
Strike on You	⇒, ⇐ + ■
Whiplash	⇒, ⇐ + ■ + [R1]





## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Arrow Kick

←, →, ●



#### Rapid Fire Punch

■



#### Rapid Fire Strong Punch

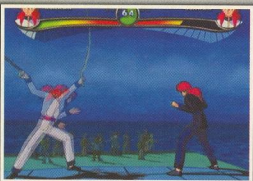
▲



### SPIRIT MOVES

#### Rose Whip

← + L1



#### Whip Repel

↑ + L1





## DARK TOURNAMENT

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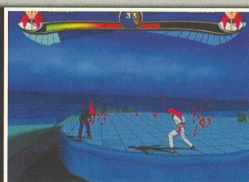
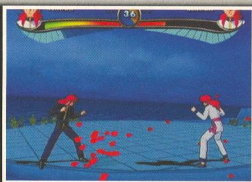
### Whip Sweep

←+ [L1]  
(crouching)



### Rose Darts

→+ [R1]



### Rose Rain

↑+ [R2]



### Seed of the Death Plant

↑+ [L2]



### Yoko Kurama™

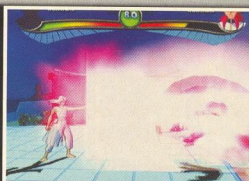
↑+ [L2]





## Death Ray

⇒+↗  
(morphed)



## Death Ray Flying

[R1]  
(jumping, morphed)



## COMBOS

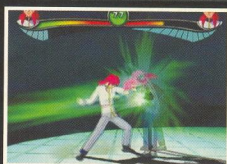
### Thorn Attack

↓, ⇒+▲



### Thorn Attack Kick Out

↓, ⇒+▲...↙+●





## DARK TOURNAMENT

暗黒武術会

### PRIMA OFFICIAL GAME GUIDE

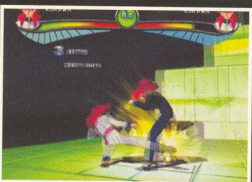
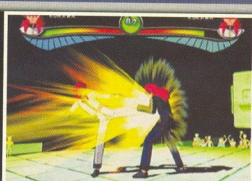
#### Spine Pain

↑, ⇒ + ■



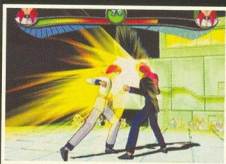
#### Seed Rise

↑, ⇒ + ■ ... ●



#### Strike on You

⇒, ⇐ + ■



#### Whiplash

⇒, ⇐ + ■ + [R1]

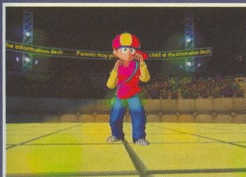




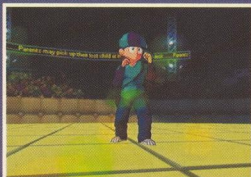
RINKU™

## TEAM ROKUYUKAI™

Team Rokuyukai's™ first fighter, Rinku™ is small in stature and playful by nature. He is master of the Serpent Yo-Yo, an attack that transfers his spirit energy into the strings of the yo-yo, causing them to act as if they are extensions of his own body.



P1



P2

### VITAL STATS

**First Appearance:**  
*Yu Yu Hakusho®*,  
*First Fight*



NOTE

**Rinku™ becomes available *after* you win two rounds with a "Perfect!" score (i.e., taking no damage) while the difficulty is set to Hard (1P mode only).**

## GENERAL STRATEGY



This little devil is fun to play, if for no other reason than you get to do yo-yo tricks while you're fighting.

In Rinku's™ favor, his yo-yos can be hard to track on their various

flight paths and his small stature gives him a leg up in avoiding opponents with sloppy combo practices (such as not pressing the buttons fast enough or not being close enough). Although some of his combos are short on commands, they are long on hits, making this little ball of energy potent in many situations.

That being said, Rinku™ isn't one of the stronger or more impressive fighters in the game. While his yo-yos make up for the reach his arms lack, they don't do enough damage. Rinku™ is more fragile than the larger characters.

Is Rinku™ fun to play? Yes. Is he going to help you beat your friends? Not likely.



## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	⇐ + ●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	⇐ + ● (crouching)
Grab and Throw	▲ + ●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒ + ■
Yoyo Direct	⇒ + ▲
Yoyo Strike	⇒ + ●

### Combos

MOVES	BUTTON PRESSES
The Creeper	■, ▲, ■
Brain Smasher	■, ▲, ■, ●
Pinwheel	▲, ■, ▲
Ultra Beam	▲, ■, ▲, ⇐ + ▲
Eli Hop	■, ● (crouching)
Breakaway	■, ●, ● (crouching)

### Spirit Moves

MOVES	BUTTON PRESSES
Yoyo Serpent	⇒ + [R1]
Devil Yoyos	⇒ + [R2]
Around the World	⇐ + [L1]
Regenerate	⇐ + [R2]
Jumping Yoyos	[R1] (while in the air)

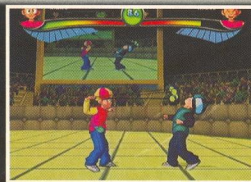
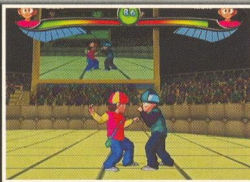




## SPECIFIC MOVES

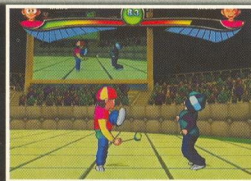
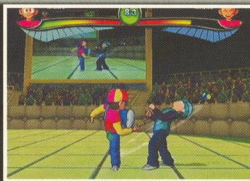
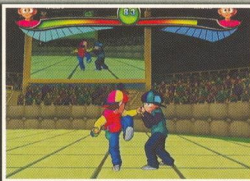
### Yoyo Direct

⇒ + ▲



### Yoyo Strike

⇒ + ●



## SPIRIT MOVES

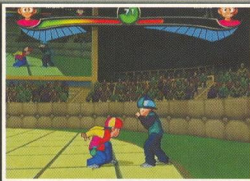
### Yoyo Serpent

⇒ + [R1]



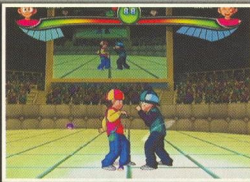
### Devil Yoyos

⇒ + [R2]



### Around the World

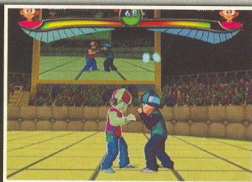
⇐ + [R1]





#### Regenerate

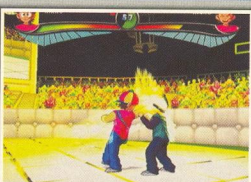
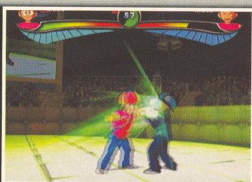
← + [R2]



#### COMBOS

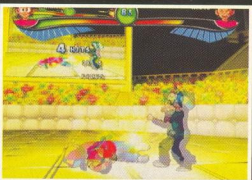
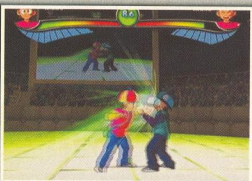
##### The Creeper

■, ▲, ■



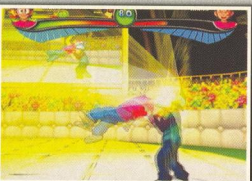
##### Brain Smasher

■, ▲, ■, ●



##### Pinwheel

▲, ■, ▲





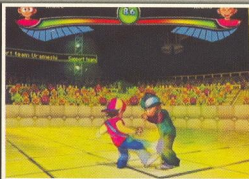
## Ultra Beam

▲, ■, ▲,  
← + ▲



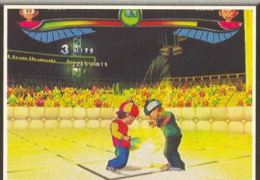
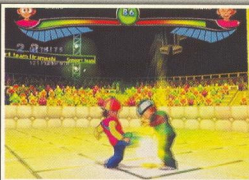
## Eli Hop

■, ●  
(crouching)



## Breakaway

■, ●, ●  
(crouching)





## DARK TOURNAMENT

暗黒武術会

### PRIMA OFFICIAL GAME GUIDE

## ROTO™

A member of Team Rokuyukai™, Roto's™ greatest skill is the ability to locate an opponent's weakness and exploit it. He devises an evil scheme involving Kurama's™ mother: If Kurama™ will not allow himself to be beaten, a demon will destroy her!



P1



P2

### VITAL STATS

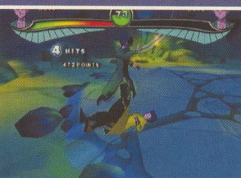
#### First Appearance:

*Yu Yu Hakusho®*,  
First Fight

### NOTE

To unlock Roto™, you must complete Dark Tournament Episode 9, "Soul Assassins."

## GENERAL STRATEGY



Roto's™ a tough character to play effectively due to his complete lack of ranged attacks (beyond an extra-long sickle) and his very limited repertoire of moves.

The moves he has,

however, do a fair amount of damage. His speed also makes up for some of his shortcomings. He's the type of character you'll be forced to play in-your-face at all times, never giving an opponent a chance to answer a blow. While his speed helps and his moves are fairly damaging, he doesn't have more than one style of play.

Treat Roto™ as much a curiosity as a serious contender in the Dark Tournament (or in any tourney, for that matter).

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
Knee Attack	↓+⇒+● (crouching)
Slash Horizontal	⇐+■
Slash Vertical	↓+▲
Tornado Attack	⇐,⇒+▲

## Spirit Move

MOVE	BUTTON PRESSES
Soul Assassin	⇒+ [R1]

## Combos

MOVES	BUTTON PRESSES
Slash Hit	■,▲
Tornado's Path	■,▲...⇒+▲
Soul Death	■,▲...⇐+■
Assassin Entry	▲,●
The Hitman	▲,●...⇒+▲

## ILLUSTRATED MOVES

### SPECIFIC MOVE

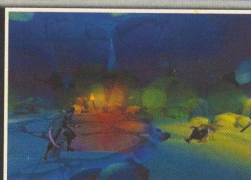
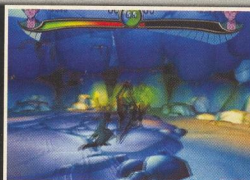
**Tornado Attack** ⇐,⇒+▲



### SPIRIT MOVE

**Soul Assassin**

⇒+ [R1]





## DARK TOURNAMENT

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### COMBOS

#### Slash Hit

■, ▲



#### Tornado's Path

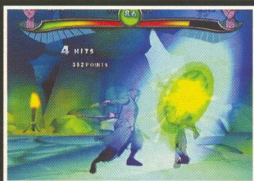
■, ▲... ⇒ + ▲



#### Soul Death

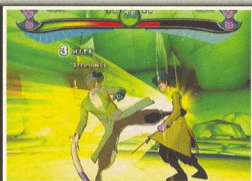
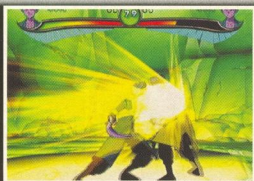
■, ▲...

⇐ + ■



#### Assassin Entry

▲, ●



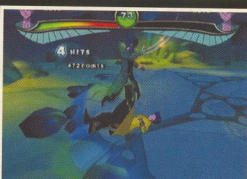


## TEAM ROKUYUKAI™

### The Hitman

▲, ● ...

⇒ + ▲



## ZERU™

A powerful fighter with a nasty reputation, Zeru™ is the apparent leader of Team Rokuyukai™. Zeru™ has the ability to control fire and incorporate it into various dangerous attacks. Hiei® respects Zeru's™ abilities to such a level that he is compelled to attempt his most dangerous technique in order to defeat the fire-controlling demon.



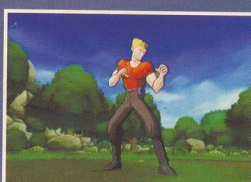
### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
First Fight*



P1



P2

NOTE

To unlock Zeru™ you must win five fights in a row in 1P mode. The difficulty level is irrelevant.

## GENERAL STRATEGY



has his Fire Aura on. However, Zeru's™ Spirit won't replenish until he shuts his Fire Aura off. He's also quick and can light you up faster than you can say, "It burns!"

Zeru™ is one of the best characters in the game. His devastating combo selection coupled with his Fire Aura give him a nasty depth level. Each of Zeru's™ attacks does more damage while he



Not only does he have more than one eight-hit combo, but he also has access to a fast and painful ranged attack. His short chain combos come off like lightning and do decent damage. Zeru™ lacks any easily exploitable weaknesses.

The only detractor: making his longer combos stick. They require rapid-fire button presses and, in the heat of the moment, these might be more difficult to pull off if you're not well-versed in their timing.

We like Zeru™...a lot. You'll love him too if you give him more than a passing glance.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	↩+●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	↩+● (crouching)
Grab and Throw	▲+●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
Elbow Strike	⇒+▲
Iron Fist	↩, ⇒+▲
Raising Fist	↑+■
Rapid Fire	■

### Spirit Moves

MOVES	BUTTON PRESSES
Fire Aura	[R2]
Fire Aura Off	[R2] (morph)
Fire Bolt	⇒+[R1]
Jumping Fire Bolt	[R1] (jumping)

### Combos

MOVES	BUTTON PRESSES
Fire Starter	▲,▲,▲,▲
Raging Inferno	▲,▲,▲, ▲,...●
Combustion	▲,▲,▲, ▲...●...▲
Kicking Flame	●,■,●
On Fire	●,■,■...●
Light Up	▲,■,▲
Seeking Heat	▲,■,▲, ●,▲
Extinguisher	▲,■,▲, ●,▲... ●,●



## ILLUSTRATED MOVES

### SPIRIT MOVES

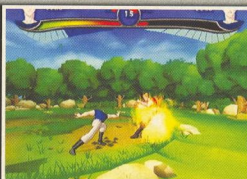
#### Fire Aura

[R2]



#### Fire Bolt

⇒ + [R1]



#### Jumping Fire Bolt

[R1]

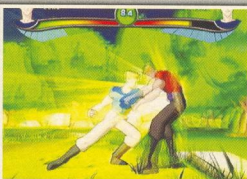
(jumping)



### COMBOS

#### Fire Starter

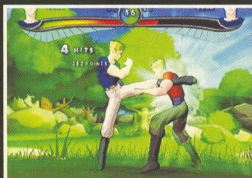
△, △, △, △





#### Raging Inferno

▲, ▲, ▲,  
▲...●



#### Combustion

▲, ▲, ▲, ▲...●...▲





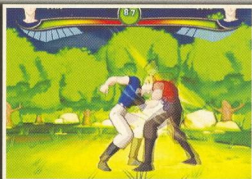
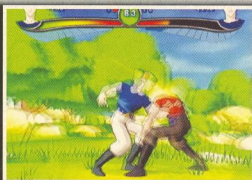
## On Fire

●, ■, ■...●



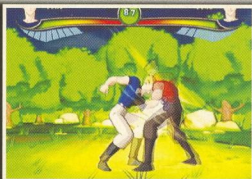
## Light Up

▲, ■, ▲



## Seeking Heat

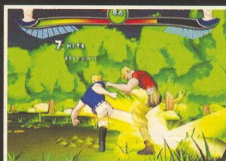
▲, ■, ▲,  
●, ▲





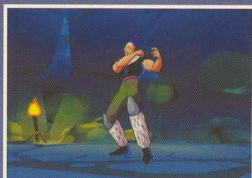
### Extinguisher

▲, ■, ▲, ●, ▲... ●, ●

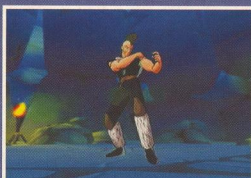


### CHU™

The true leader of Team Rokuyukai™, Chu™ enters the ring as a replacement fighter after destroying the remaining members of his team for being cowards! He is a master Boxer and loves the thrill of the knife-edge match, a dangerous form of combat which he has never lost.



P1



P2

#### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
Drunken Master*

#### NOTE

Unlock Chu™ by winning a match in the Token Game with him in your deck.

## GENERAL STRATEGY



Because Chu™ is his squad's leader, you'd expect that he would be a formidable opponent... and you'd be right!

Combining speed, strength, solid missile attacks, and a few decent combos, Chu™ is



a solid, well-rounded character. He is especially good for beginners, as he provides a lot of bang for your button-pressing buck.

Not only do his various "Ogre" attacks wreak havoc on a foe's life bar, but his Devil's Drink instantly recharges his energy bar, allowing him to use the attacks all over again.

His Ogre Boulder deserves special note. It drains almost half the life bar of virtually every character in the game! It also drains quite a bit of his own juice, but if you pop the cap on the Devil's Drink, you're looking at two-hit kills.

Chu™ is definitely one of the best characters in the game.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	↶ + ●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	↶ + ● (crouching)
Grab and Throw	▲ + ●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVE	BUTTON PRESSES
Head Butt	↑, ↓ + ■
High Punch	⇒ + ■

### Spirit Moves

MOVES	BUTTON PRESSES
Teleport	↑ + R1
Ogre Killer	⇒ + R1
Jumping Ogre Killer	R1 (jumping)
Ogre Boulder	⇒ + R1
Devil's Drink	↑ + L1

### Combos

MOVES	BUTTON PRESSES
Head Start	●, ●, ●
Up in Smoke	●, ●, ● ... ■, ▲
Dazed	⇒, ↶ + ■
Wake Up	⇒, ↶ + ■ ... ●



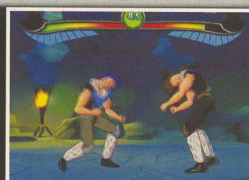


### ILLUSTRATED MOVES

#### SPECIFIC MOVE

##### Head Butt

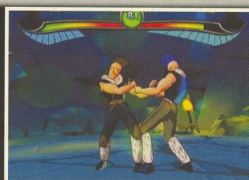
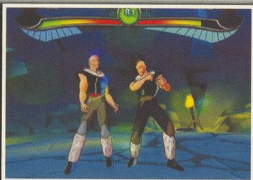
↑, ↓ + ■



#### SPIRIT MOVES

##### Teleport

↑ + [R1]



##### Ogre Killer ⇒ + [R1]



##### Jumping Ogre Killer

[R1]  
(jumping)





# TEAM ROKUYUKAI™

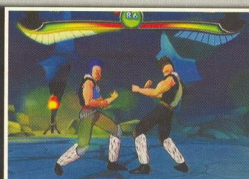
## Ogre Boulder

⇒ +, [R1]



## Devil's Drink

↑ + [L1]



## COMBOS

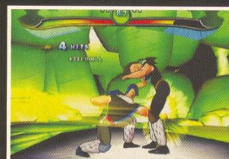
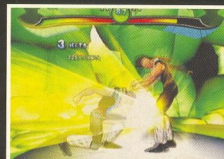
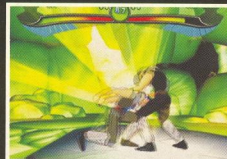
### Head Start

●, ●, ●



### Up in Smoke

●, ●, ●... ■, ▲





## M1™

## TEAM ICHIGAKI™

In order to save their teacher, these three unfortunate former humans sacrifice themselves to the twisted experiments of Dr. Ichigaki™. Cold and emotionless, each team member possesses a unique spiritual weapon. Their only reason for being is to bow before Ichigaki's™ every command.



P1



P2

### VITAL STATS

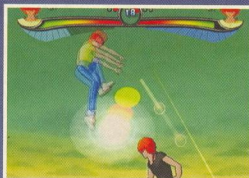
**First Appearance:**  
Yu Yu Hakusho®,  
*A Day in Waiting*

### NOTE

To unlock M1™ you must conquer Dark Tournament Episode 15, "The Evil Within."



## GENERAL STRATEGY



M1™ lacks any overwhelmingly powerful attacks. He isn't quick, and his combos are nothing to write home about. He isn't a top-tier character by any stretch.

M1's™ Angel Blades

deliver damage, and throwing them costs no energy. Being fueled by Ichigaki™, M1's™ Spirit Energy replenishes quickly. To stop him, knock him down to break his link with Ichigaki™—after three knock-downs, M1™ won't be able to get any Spirit Energy at all.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↔ + ●	Sweep	↔ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
Chop	⇐, ⇒ + ▲
Front Kick	⇐, ⇒ + ●
Roundhouse	⇒ + ●

## Spirit Moves

MOVES	BUTTON PRESSES
Angel Blades	⇐ + [R1]
Angel Throw	[R1] (Angel Blades)
Angel Blast	[R2] (Angel Blades)
Jumping	[R1] (jumping,
Angel Blast	Angel Blades)

## Combos

MOVES	BUTTON PRESSES
Plain Chop	⇒, ⇐ + ▲
Chains	⇒, ⇐ + ▲ ... ●
Wake Up	⇒, ⇐ + ▲ ... ●, ⇐ + ▲
Hard Punches	■, ▲, ■
Chains 2	■, ▲, ■, ▲
Rocket	■, ▲, ■, ▲, ⇒ + ▲

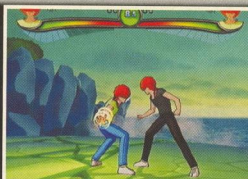


## ILLUSTRATED MOVES

### SPIRIT MOVES

#### Angel Blades

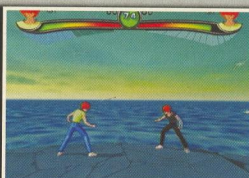
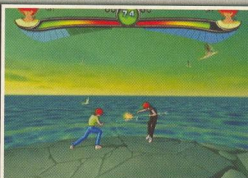
⇐ + [R1]



#### Angel Blast

[R2]

(Angel Blades)

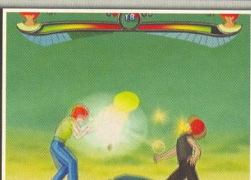
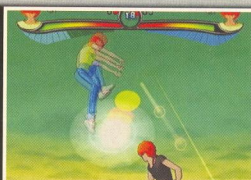
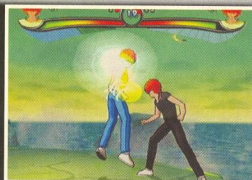




### Jumping Angel Blast

**R1**

(jumping, Angel Blades)



## COMBOS

### Plain Chop

⇒, ⇐ + ▲



### Chains

⇒, ⇐ + ▲ ... ●

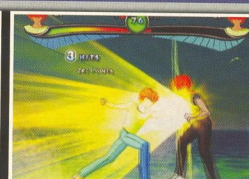




## Wake Up ⇒, ⇐+▲...●, ↑+▲



## Hard Punches ■, ▲, ■



## Chains 2 ■, ▲, ■, ▲



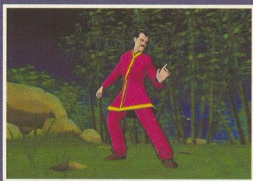
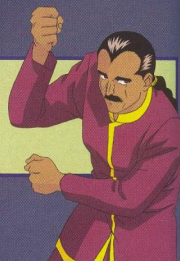
## Rocket ■, ▲, ■, ▲, ⇒+▲





## M2™

In order to save their teacher, these three unfortunate former humans sacrifice themselves to the twisted experiments of Dr. Ichigaki™. Cold and emotionless, each team member possesses a unique spiritual weapon. Their only reason for being is to bow before Ichigaki's™ every command.



P1



P2

### VITAL STATS

**First Appearance:**  
*Yu Yu Hakusho®*,  
Percentage of Victory

### NOTE

To unlock M2™, beat Arcade mode with M1™.

## GENERAL STRATEGY

M2™ has decent speed, good damage, and lots of flashy, spirit sword-enabled moves and combos.

M2™ has more damage than M1™ has with his sword, but this has a cost: He can't block with his sword.



His biggest shortcoming is that most of his moves rotate around his sword, meaning that the time it takes to draw can engender a solid beating from an opponent. This means that you must be on your toes when drawing your blade (or use Wake Up + to automatically draw your blade at the end of the string), and keep a keen eye out for foes that will exploit this potentially gaping hole in an M2™ player's defense.

Being fueled by Ichigaki™, M2's™ Spirit Energy replenishes very quickly. To stop him, knock him down to break his link with Ichigaki™—after three knock-downs, M2™ won't be able to get any Spirit Energy at all.





## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	↵ + ●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	↵ + ● (crouching)
Grab and Throw	▲ + ●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
Javelin Circular	↵ + ■ (weapon)
Javelin Uppercut	↓ + ▲ (weapon)

### Spirit Moves

MOVES	BUTTON PRESSES
Spirit Sword On	R1
Spirit Sword Off	R1 (weapon)
Light Javelin	R2 (weapon)

### Combos

MOVES	BUTTON PRESSES
First Strike	●, ▲, ●
Wake Up	●, ▲, ●, ↵ + ▲
Wake Up +	●, ▲, ●, ↵ + ▲, L1
Lighted Round Strike	●, ↵ + ● (weapon)
Beginning of the End	■, ▲, ▲ (weapon)
Deadly Rise	■, ▲, ▲, ... ↵ + ■ (weapon)

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Javelin Circular

↵ + ■  
(weapon)





#### Javelin Uppercut

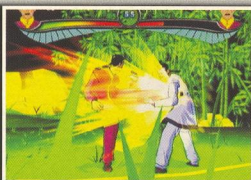
↓+▲  
(weapon)



#### COMBOS

##### First Strike

●, ▲, ●



##### Wake Up

●, ▲, ●,  
↑+▲



##### Lighted Round Strike

●, ↑+●  
(weapon)





## TEAM ICHIGAKI™

### Beginning of the End

■, ▲, ▲  
(weapon)



### Deadly Rise

■, ▲, ▲...  
⇒ + ■  
(weapon)



## M3™

In order to save their teacher, these three unfortunate former humans sacrifice themselves to the twisted experiments of Dr. Ichigaki™. Cold and emotionless, each team member possesses a unique spiritual weapon. Their only reason for being is to bow before Ichigaki's™ every command.



P1



P2

### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®*,  
Percentage of Victory

## NOTE

Unlocking M3™ is a bit more complex than his forebears: you'll need to win a Tag Team match with M1™ and M2™ on your team against Hiei® and Kurama™ on the opposing team.



### GENERAL STRATEGY



Far and away the most deadly of the M group, M3™ is also one of the best characters in the game due to his quick speed and unyielding combos.

Armed with a strong missile attack and some curiosities (Mine, leaps to mind) M3™ is a tornado of destruction, specifically when you begin to master his long form combos, chief of which is the aptly named Obedient Massacre. Connect with this crushing combination, and your foe will be wondering where his teeth (and bones and eyes and spleen, etc.) went.

He does have a few weak spots, but he doesn't have a rejuvenation move, so you need to be very quick on the draw to connect with all parts of his combos. However, master those and you'll bring the pain in a hurry.

Being fueled by Ichigaki™, M3's™ Spirit Energy replenishes very quickly. To stop him, knock him down to break his link with Ichigaki™—after three knock-downs, M3™ won't be able to get any Spirit Energy at all.

### COMPLETE MOVES LIST

Generic Moves					
MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	⇐ + ●	Sweep	⇐ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
Elbow Strike	⇒ + ▲
Scissor Kick	↑ + ●



## Spirit Moves

MOVES	BUTTON PRESSES
Grizzly Blast	⇒ + [R1]
Grizzly Claw	⇐ + [R2]
Mine	↓ + [L1]
Jumping Grizzly Blast	[R1] (jumping)

## Combos

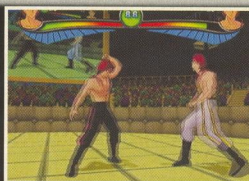
MOVES	BUTTON PRESSES
Kick Up	▲, ■, ▲
Master Says	⇐ + ▲, ▲, ▲
Chains	⇐ + ▲, ▲, ▲... ●
Obedient Massacre	⇐ + ▲, ▲, ▲... ●, ... ●, ▲
Small Entry	■, ▲ (crouching)
Death Drone	■, ▲, ■, ▲ (crouching)

## ILLUSTRATED MOVES

### SPECIFIC MOVES

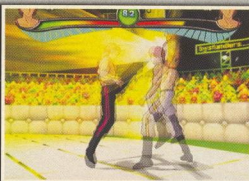
#### Elbow Strike

⇒ + ▲



#### Scissor Kick

↑ + ●

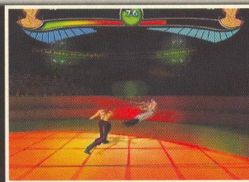
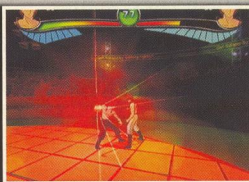
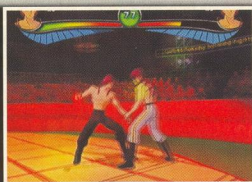




### SPIRIT MOVES

#### Grizzly Blast

⇒ + [R1]



#### Grizzly Claw

⇐ + [R2]



#### Mine

↓ + [L1]



#### Jumping Grizzly Blast

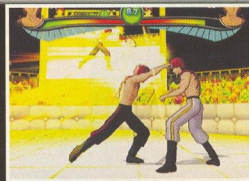
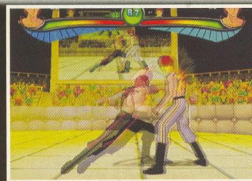
[R1]  
(jumping)



### COMBOS

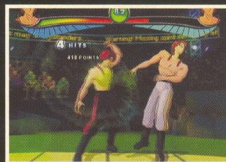
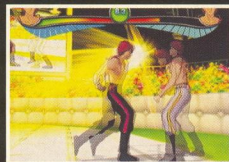
#### Kick Up

▲, ■, ▲



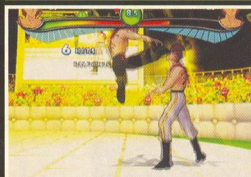
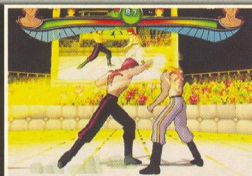


## Master Says ◀+▲,▲,▲

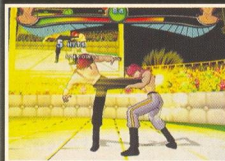
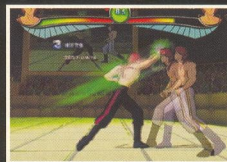
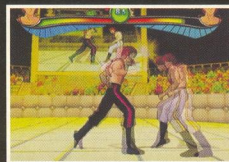
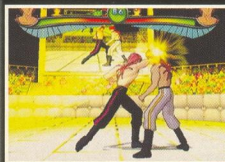


## Chains

◀+▲,▲,  
▲...●



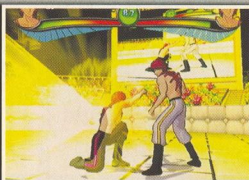
## Obedient Massacre ◀+▲,▲,▲...●...●,▲





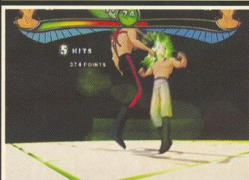
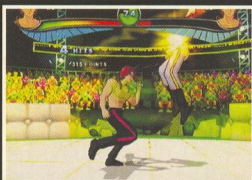
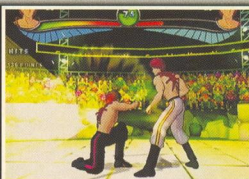
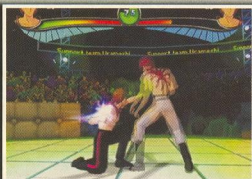
#### Small Entry

■, ▲  
(crouching)



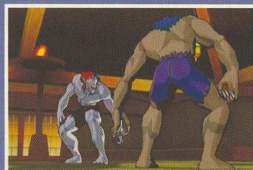
#### Death Drone

■, ▲, ■, ▲  
(crouching)

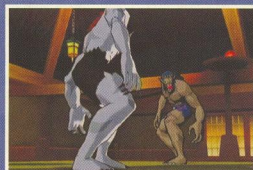


## DR. ICHIGAKI™

Dr. Ichigaki™ is a demon scientist who took advantage of a group of fighters in order to use them for his own terrifying experiments. Dr. Ichigaki™ calculates his team's chances of winning to nearly 100 percent, bringing him closer to his ultimate goal of taking control of Yusuke's® body!



P1



P2

#### NOTE

To gain access to the Doctor, you must beat Dark Tournament Episode 16, "Leviathan—Ambition Destroyed" (Dark Tournament Plus).



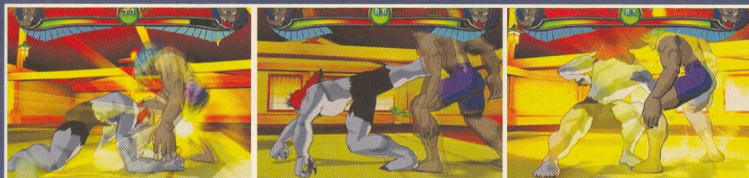
#### VITAL STATS

##### First Appearance:

*Yu Yu Hakusho®*,  
Percentage of Victory



## GENERAL STRATEGY



Dr. Ichigaki™, though being the head of his team, is an enigma. While he is huge (actually eclipsing the size of the screen), he doesn't do anything well except absorb damage. The

problem is that his minimal set of moves and combos don't constitute many hits. If they do connect, they'll hurt, but the quicker characters don't have trouble dancing around this lumbering behemoth. Watch out for his instant-dizzy Mind Control attack. His mildly impressive combo Pain Therapy doles out damage. If you must play someone from this team, M3™ is the way to go. The Doctor is good only for a challenge.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
-------	----------------

Jab	■
Punch	▲
Kick	●
Spin Kick	⇐+●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	⇐+● (crouching)
Grab and Throw	▲+●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
-------	----------------

Hammer Down	↓, ↑+▲
Slap Off	⇒, ⇐+■

### Spirit Moves

MOVES	BUTTON PRESSES
-------	----------------

Mind Control	[R2]
Stretching Arms	[R1]

### Combos

MOVES	BUTTON PRESSES
-------	----------------

Beast Slap	■, ▲, ▲
Pain Therapy	●, ↑+●
Death Shovel	■, ⇒+▲ (crouching)





## ILLUSTRATED MOVES

### SPECIFIC MOVES

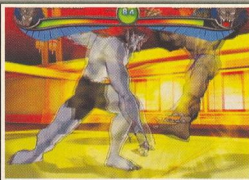
#### Hammer Down

↓, ↑ + ▲



#### Slap Off

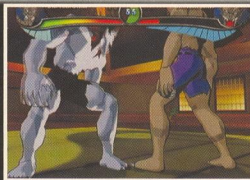
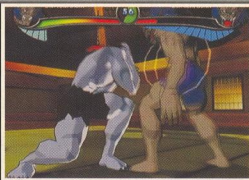
⇒, ⇐ + ■



### SPIRIT MOVES

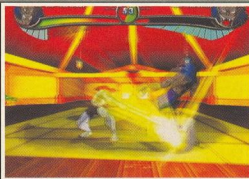
#### Mind Control

R2



#### Stretching Arms

R1

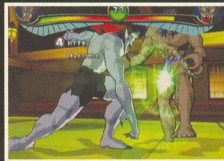
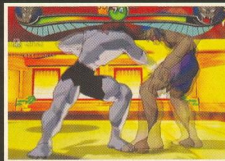




## COMBOS

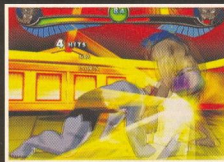
### Beast Slap

■, ▲, ▲



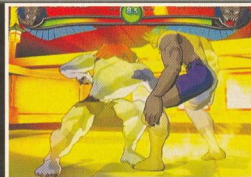
### Pain Therapy

●, ↑, + ●



### Death Shovel

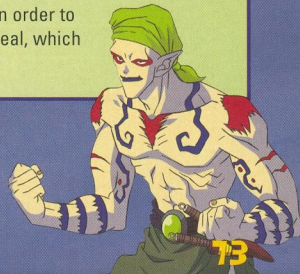
■, ⇒, + ▲  
(crouching)



# TEAM MASHOUTSUKAI™

## GAMA™

Gama™ is the ultimate master of disguise. He uses a powerful concoction of make-up in order to defeat his unsuspecting opponents. His most powerful weapon is the Make-Up of the Seal, which binds opponents' Spirit Energy within their bodies.







P1



P2

#### VITAL STATS

**First Appearance:**  
Yu Yu Hakusho®,  
Percentage of Victory

#### NOTE

Gama™ is unlocked upon completion of Touya's™ Arcade mode.

## GENERAL STRATEGY



the game, making him easy to get in, inflict damage, and get out. Or, you can attack until an enemy is a pile of mulch.

His Spirit Attacks are great, too. Invisibility, Seal (to lock a foe's Spirit Energy), and Chains (to freeze a foe) are all big set-ups for his solid combos.

While he doesn't mete out big damage and his combos aren't overly impressive, when combined with his other assets, he's a force to be reckoned with as he darts about the arena making mincemeat of his foes.

Gama™ is fast, has great Spirit Moves, and is fun to watch—what more could you ask for in a Tournament fighter? Gama™ is quick enough to be ranked amongst the fastest characters in

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↩ + ●	Sweep	↩ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
Head Strike	↓ + ▲
Kick Down	↓ + ●
Palm Strike	↵, ⇒ + ▲

## Spirit Moves

MOVES	BUTTON PRESSES
Make-Up of Chains	⇒ + [R1]
Make-Up of Seal	⇒ + [R2]
Make-Up of Invisibility	↓ + [R1]

## Combos

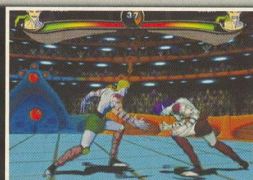
MOVES	BUTTON PRESSES
Primer	●, ■, ● (crouching)
Burst	●, ■, ●, ● (crouching)
Head Strong	▲, ■, ▲
Nail Down	▲, ■, ▲ ... ↑ + ▲
All Over	↵, ⇒ + ●

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Head Strike

↓ + ▲



#### Kick Down

↓ + ●



#### Palm Strike

↵, ⇒ + ▲





### SPIRIT MOVES

#### Make-Up of Chains

⇒ + [R1]



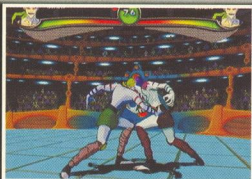
#### Make-Up of Seal

⇒ + [R2]



#### Make-Up of Invisibility

↓ + [R1]



### COMBOS

#### Primer

●, ■, ●  
(crouching)

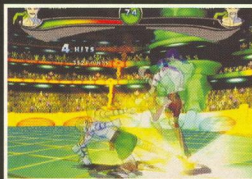




## Burst

●, ■, ●, ●

(crouching)



## Head Strong

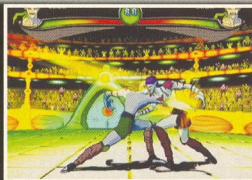
▲, ■, ▲



## Nail Down

▲, ■, ▲...

↑ + ▲





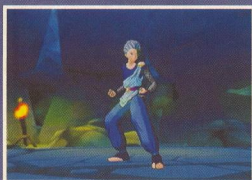
#### All Over

←, → + ●



## Touya™

Considered the greatest Ice Master in the world, Touya™ is one of the most powerful members of Team Mashoutsukai™. Able to fashion weapons out of ice, Touya's™ Shards of Winter, an array of sharp blades of ice, is enough to subdue even the most powerful opponents.



P1



P2

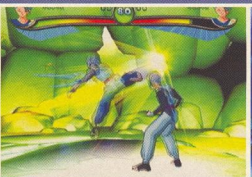
#### VITAL STATS

**First Appearance:**  
Yu Yu Hakusho®,  
Percentage of Victory

#### NOTE

To acquire Touya's™ services, complete Dark Tournament Episode 21.

## GENERAL STRATEGY



There is only one real way to play Touya™: defensively. He simply lacks the overwhelming power, combos, or any other techniques to mount a truly effective assault on most foes.

It is strongly recommended that you turtle up as much as possible while playing this character, waiting for enemies to come to you, rather than leaping headfirst into the jaws of death. While his Ice Sword affords him some offensive chops (not to mention some decent missile attacks), he is definitely much better played in a wait-and-see mode. The Ice Mirror move is highly effective to rid yourself of an enemy who has outflanked you, or to simply mirror back an incoming projectile... especially since Touya™ is more vulnerable to incoming attacks than any other character (he gets twice the damage).

Keep in mind that no matter what you do he won't be dealing brutal amounts of damage and simply can't stack up to the power of Gama™ (you'll have to play him, though, to get him).



## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	⇐ + ●	Sweep	⇐ + ● (crouching)		

### Specific Moves

MOVES	BUTTON PRESSES
Sword Spin	⇒, ⇐ + ▲ (weapon)
Sweep Slash	■ (crouching, weapon)
Kick Slide	● (crouching, weapon)

### Spirit Moves

MOVES	BUTTON PRESSES
Shards of Winter	⇒ + [R1]
Deep Freeze	⇒ + [R2]
Ice Mirror	⇑ + [R2]
Jumping Shards of Winter	[R1] (jumping)
Ice Sword	⇑ + [L1]

### Combos

MOVES	BUTTON PRESSES
Kick Start	▲, ■, ▲
Freezing Rise	▲, ■, ▲ ... ●, ▲
Pick	⇑ + ● (weapon)
Ice Tornado	⇑ + ● ... ⇑ + ▲ (weapon)
Ice Spin Slide	●, ▲, ■, ▲ (weapon)

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Sword Spin

⇒, ⇐ + ▲  
(weapon)





#### Sweep Slash



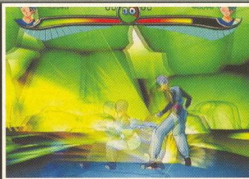
(crouching,  
weapon)



#### Kick Slide



(crouching,  
weapon)



### SPIRIT MOVES

#### Shards of Winter

⇒ + [R1]



#### Deep Freeze

⇒ + [R2]



#### Ice Mirror

↑ + [R2]





## Jumping Shards of Winter

[R1]

(jumping)

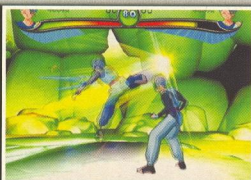


## COMBOS

### Pick

↑ + ●

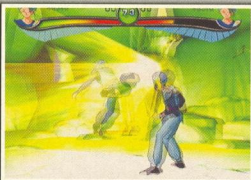
(weapon)



### Ice Tornado

↑ + ● ...

↑ + ▲  
(weapon)



### Ice Spin Slide ●, ▲, ■, ▲ (weapon)



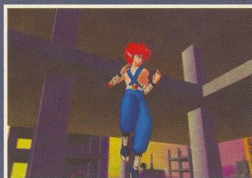


## JIN™

Of all the people Yusuke® has ever met, Jin™ is the closest to a kindred spirit. Like Yusuke®, Jin™ enjoys a good time and a good fight. But don't let his amicable nature fool you. This Wind Master has the capability to destroy anyone in his path, including his new "friend."



P1



P2

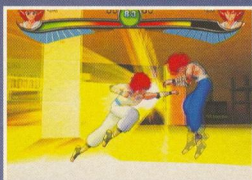
### VITAL STATS

**First Appearance:**  
*Yu Yu Hakusho®,  
The Wind Master*

### NOTE

To earn Jin™, you must beat him in Episode 23 with a perfect score.

## GENERAL STRATEGY



Jin™ another one of those quick and deadly characters, and has just about all the pieces of the puzzle to be one of the most formidable fighters in the game.

Jin™ can be played hit-and-run or advantage-style, depending on how you like to play. He has sufficient moves to tackle both styles, though his lack of missile attacks lends itself to the more aggressive school of thought.

His combos are brutal, with most of them getting at least five hits and dealing out intense damage...when all blows connect. And there's the one rub: you have to have your timing down pat to connect with each and every blow or your enemy will be pushed away, breaking the combo. Sometimes too much speed can be bad.

He rounds out the package with some decent, low-level Specific Attacks (he has a very broad range of these) that allow him to adapt to many trying situations. All in all, Jin™ is one of the best fighters in the game.





## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		

### Specific Moves

MOVES	BUTTON PRESSES
Flying Punch	⇒ + ▲
Scissor Kick	↑ + ●
Tornado Attack	↵, ⇒ + ●
Rapid Fire Punch	■
Rapid Fire Strong Punch	▲

### Spirit Moves

MOVES	BUTTON PRESSES
Tornado Fist	[R1]
Wind Barrier	[R2]

### Combos

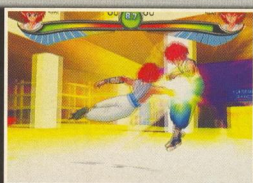
MOVES	BUTTON PRESSES
Breeze	▲, ■, ▲
Storm	▲, ■, ▲ ... ⇒ + ▲
Tempest	▲, ■, ▲ ... ⇒ + ●
Hurricane	↵ + ●, ▲ + ●, ⇒ + ▲
Lift Off	↵ + ●, ▲ + ● (crouching)
Devastate	↵ + ●, ▲ + ●, ⇒ + ● (crouching)

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Flying Punch

⇒ + ▲





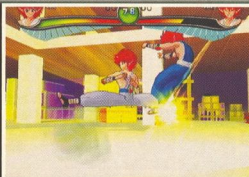
#### Scissor Kick

↑ + ●



#### Tornado Attack

←, → + ●



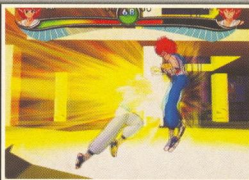
#### Rapid Fire Punch

■



#### Rapid Fire Strong Punch

▲



### SPIRIT MOVES

#### Tornado Fist

[R1]





# TEAM MASHOUTSUKAI™

## Wind Barrier

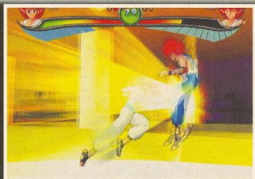
R2



## COMBOS

### Breeze

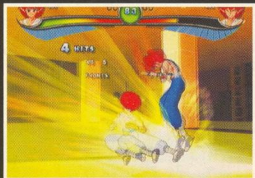
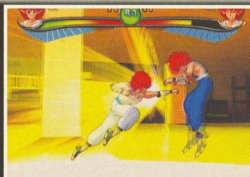
▲, ■, ▲



### Storm

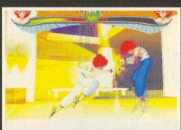
▲, ■, ▲...

⇒ + ▲



### Tempest

▲, ■, ▲... ⇒ + ●





# YU YU HAKUSHO™ GHOST FILES DARK TOURNAMENT 暗黒武術会

## PRIMA OFFICIAL GAME GUIDE

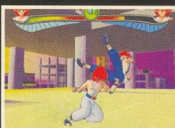
### Lift Off

←+●, ▲+● (crouching)



### Devastate

←+●, ▲+●, →+● (crouching)



## RISHO™

The Earth Master, Risho™, is the leader of Team Mashoutsukai™. Risho™ doesn't mind taking a victory dishonestly, which is why he and his team are on the payroll of the vile Butajiri™. He considers results the ultimate victory, no matter the price.



P1



P2

### NOTE

Unlocking Risho™ is an interesting proposition: You must destroy more than 75 percent of the arena floor in any one-player mode.

### VITAL STATS

**First Appearance:**  
*Yu Yu Hakusho®*,  
*A Matter of Love and Death*

## GENERAL STRATEGY



Although Risho™ doesn't seem special at first, give him time and his charms might grow on you—much like his Spiked Armor of Clay does on him.



Initially you may be put off by his relative lack of speed—despite his medium stature, he isn't the quickest warrior in the game. But what he lacks in overall swiftness, he makes up for with several specialized attacks.

For starters, his Stalagmite and Earthquake moves have nearly unlimited range, so they force foes to confront him up-close, or slowly get ticked to death from afar. When they do rush in to avoid a slow, irritating death, nail them with high-hit, high-damage combos like Eruption and Spiked Slam.

Risho™ is worth more than a cursory glance before running back to Yusuke® and the other easier-to-play characters. Plus, he's the only one with Spiked Armor of Clay, and that has to count for something.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		

### Specific Moves

MOVES	BUTTON PRESSES
Elbow Strike	↑ + ▲
High Punch	⇒ + ■
Meteor Attack	↵, ⇒ + ▲
Roundhouse	⇒ + ●

### Spirit Moves

MOVES	BUTTON PRESSES
Jumping Meteor Attack	[R1] (while in the air)
Armor of Clay	↑ + [R2]
Spiked Armor of Clay	↑ + [R2] (morphed)
Earth Tornado	[R1]
Earthquake	[L1] + [L2]
Stalagmite	↓ + [R2]

### Combos

MOVES	BUTTON PRESSES
Core	●, ▲, ●
Spiked Slam	●, ▲, ● ... ⇒ + ▲
Eruption	●, ▲, ● ... ●, ●
Tectonic	▲, ■, ▲
Crust Cracker	▲, ■, ▲, ●
Hard Impact	↵, ⇒ + ● (crouching)



### ILLUSTRATED MOVES

#### SPECIFIC MOVE

##### Meteor Attack

←, → + ▲



#### SPIRIT MOVES

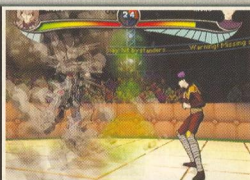
##### Armor of Clay

↑ + R2



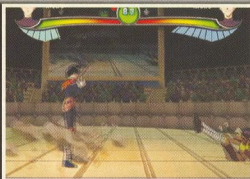
##### Spiked Armor of Clay

↑ + R2  
(morphed)



##### Earth Tornado

R1





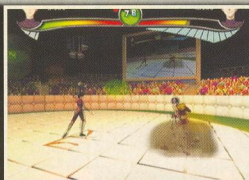
## Earthquake

L1 + L2



## Stalagmite

↓ + R2



## COMBOS

### Core

○, △, ○



### Spiked Slam

○, △, ○ ...

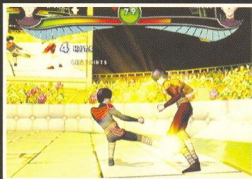
⇒ + △





#### Eruption

○, ▲, ○ ...  
○, ○



#### Tectonic

▲, ■, ▲



#### Crust Cracker

▲, ■, ▲, ○





## TEAM URAOTOGI™

### Hard Impact

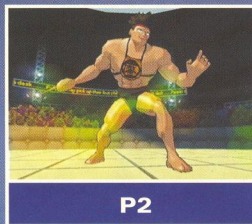
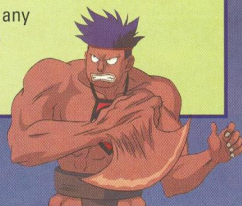
←, → + ●  
(crouching)



## TEAM URAOTOGI™

### MAKINTARO™

As the battles began, Makintaro™ was the first member of Team Uraotogi™ to go up against Team Urameshi™ in the Dark Tournament. Unlike many of the other entrants, this umber-hued beast doesn't wield any weapons, but instead fashions his right fist into a makeshift flesh-borne axe with which to hack away at his unfortunate foes. Using this "Axe Blade Fist" he charged into battle against the mighty Hiei®—what happened next wasn't pretty...for Makintaro™.



### VITAL STATS

#### First Appearance:

Yu Yu Hakusho®,  
Yusuke's® Final Test

### NOTE

To unlock Makintaro™ you must complete Episode 22 of the Dark Tournament.

## GENERAL STRATEGY



Makintaro™ is one of the big guys and, while his movement speed isn't low, his attack execution speed is a bit tardy. To play Makintaro™, you



must be willing to take lumps in order to use him to maximum effect.

He does have fairly devastating attacks, but the question is whether you'll be able to connect with them before a foe drops him. His repertoire leaves a bit to be desired, as it's totally lacking in ranged attacks.

On the plus side, he does have access to a regeneration move and his Hammer attack is nice because you can control when he lets loose with it (release **▲** when you want him to swing) thus making an unpleasant surprise for reckless foes.

All in all, he's not the cream of the crop, not even among the top 15 fighters in the game.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↩ + ●	Sweep	↩ + ● (crouching)		

### Specific Moves

MOVES	BUTTON PRESSES
Circular Slash	⇒ + ■
Down Slash	↓ + ▲
Hammer	↑, ↓ + ▲
Tornado Attack	⇒ + <b>R1</b>

### Spirit Move

MOVE	BUTTON PRESSES
Regenerate	↓ + <b>R1</b>

### Combos

MOVES	BUTTON PRESSES
Slash Around	↩, ⇒ + ▲
Death Slash Up	↩, ⇒ + ▲ ... ●, ●
Big Kicks	↑ + ■
Axes Rise	↑ + ■ ... ●, ●
Small Trip	■, ↓, ● (crouching)
Timber	■, ↓, ●, ▲, ▲ (crouching)





## ILLUSTRATED MOVES

### SPECIFIC MOVES

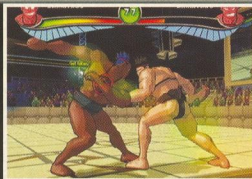
#### Hammer

↑, ↓ + ▲



#### Tornado Attack

⇒ + [R1]



### SPIRIT MOVE

#### Regenerate

↓ + [R1]



### COMBOS

#### Slash Around

⇐, ⇒ + ▲

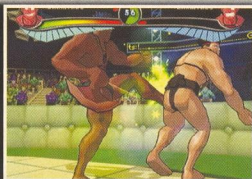




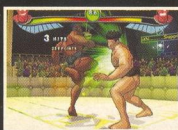
#### Death Slash Up ⇐⇒+▲...●,●



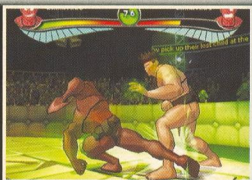
#### Big Kicks ↑+■



#### Axes Rise ↑+■...●,●



#### Small Trip ■,↓,●



#### Timber ■,↓,●,▲,▲ (crouching)



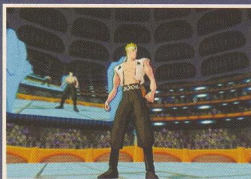


## KURO™ MOMOTARO

Kuro™ Momotaro's body has the amazing ability to memorize any attack made against it, causing him to be nearly indestructible. He also carries strange orbs called Steaming Spheres. When he breaks one of the spheres his body becomes covered in armor. And with a plethora of spheres at his side, Kuro™ Momotaro is sure to only become tougher and tougher.



P1



P2

### VITAL STATS

#### First Appearance:

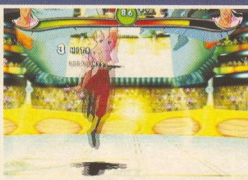
*Yu Yu Hakusho®*,  
*Yusuke's® Final Test*



### NOTE

Gaining access to Kuro™ Momotaro requires beating Makintaro's™ Arcade mode.

## GENERAL STRATEGY



Kuro™ Momotaro is an interesting character. His Armor Morph gives him access to quick and devastating attacks. Also bear in mind that it takes time to activate, so you'll be wide open dur-

ing the transformation.

That being said, without activating it you won't gain access to his best moves, which include the blindingly fast Ape Hammer attack (it metes out significant damage); his Wolf Slash attack (in one or two hit variations); and the Phoenix Claw.

His combos mix things up a bit, and their superior speed makes them a useful addition to his moves roster, but they don't do much damage.

The moral of Kuro™ Momotaro's story? Activate his armor, then hit and keep on hitting. If you let your opponent breathe, you won't be.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↩ + ●	Sweep	↩ + ● (crouching)		



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### Specific Moves

MOVES	BUTTON PRESSES
Ape Hammer	↓ + ▲ (morphed)
Wolf Slash	⇒ + ▲, ⇒ + ▲ (morphed)
Phoenix Claw	⇒ + ■ (morphed)

### Spirit Move

MOVE	BUTTON PRESSES
Armor Morph	↑ + [R1]

### Combos

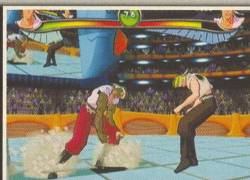
MOVES	BUTTON PRESSES
Fly Away	↑, ● + ↓
Ape Wave of Hurt	▲, ■, ▲
Phoenix's Grip	▲, ■, ●
Wolf's Laugh	▲, ●, ▲

## ILLUSTRATED MOVES

### SPECIFIC MOVES

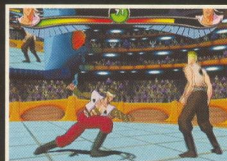
#### Ape Hammer

↓ + ▲  
(morphed)



#### Wolf Slash

⇒ + ▲, ⇒ + ▲ (morphed)



#### Phoenix Claw

⇒ + ■  
(morphed)

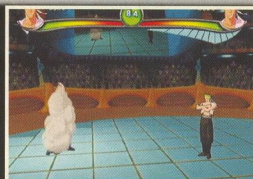




## SPIRIT MOVE

### Armor Morph

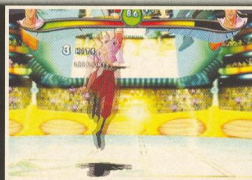
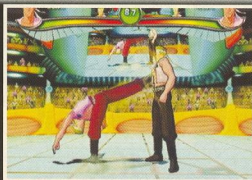
↑ + R1



## COMBOS

### Fly Away

↑, ● + ↓



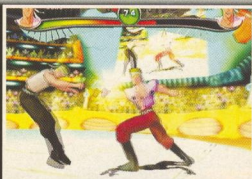
### Ape Wave of Hurt

▲, ■, ▲



### Phoenix's Grip

▲, ■, ●



### Wolf's Laugh

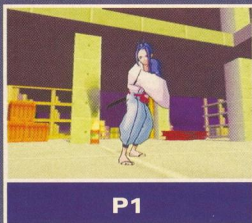
▲, ●, ▲





## SHISHI™ WAKAMARU

A member of Team Uraotogi™, much of Shishi™ Wakamaru's power is generated from his mystical sword, the Banshee Shriek, which has the ability to summon lost souls. This diabolical demon planned on sacrificing some members of his team in the hopes that they would soften Team Urameshi™ up before he ever stepped foot in the ring.



P1



P2

### NOTE

To unlock Shishi™ Wakamaru, you must beat Genkai™, as Yusuke®, in the Cave (in one player mode on Hard difficulty).

### VITAL STATS

**First Appearance:**  
Yu Yu Hakusho®,  
Yusuke's® Final Test

## GENERAL STRATEGY



Just by looking at him, you'd get the impression that Shishi™ Wakamaru is a swift character, and you'd be correct in that assessment. His speed outpaces his damage potential.

To be successful with Shishi™ Wakamaru, you must get in and stay tight with a foe, chipping away as fast and furiously as possible. Don't let him or her return fire, as it is devastating to a character who relies on the momentum going in his favor to achieve victory.

If you are in a defensive crunch, there's always the Chorus of a Thousand Skulls (good for onrushing foes or as a missile attack), and the Banshee Shriek will stop any foe dead. Hold **[R1]** longer in his Chorus of a Thousand Skulls to launch multiple attacks at once.

Shishi™ Wakamaru takes more effort to play properly, but he's fun to take for a few spins around the mat, his sword singing and cutting through foes.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		



## Specific Moves

MOVES	BUTTON PRESSES
-------	----------------

Horizontal Slash	⇒ + ▀
------------------	-------

Vertical Slash	⇩ + ▲
----------------	-------



## Spirit Moves

MOVE	BUTTON PRESSES
------	----------------

Chorus of a Thousand Skulls	⇒ + [R1] ... [R1]
-----------------------------	-------------------

Shrill Call of the Reaper	⇧ + [R2]
---------------------------	----------

Banshee Shriek	⇒ + [L1]
----------------	----------

Flying Skull	[R1] (while in the air)
--------------	-------------------------

## Combos

MOVES	BUTTON PRESSES
-------	----------------

Sword Slash	⇒, ⇐ + ▲
-------------	----------

Fuller Wave	⇒, ⇐ + ▲ ... ⇩ + ▲
-------------	-----------------------

Hilt Strike	●, ▲, ▀ (crouching)
-------------	------------------------

The Edge	●, ▲, ▀ ... ⇐ + ● (crouching)
----------	----------------------------------

Drey Wunder	⇐ + ●, ●, ▲
-------------	-------------

## ILLUSTRATED MOVES

### SPIRIT MOVES

Chorus of a Thousand Skulls ⇒ + [R1] ... [R1]



Shrill Call of the Reaper

⇧ + [R2]



Banshee Shriek

⇒ + [L1]





## COMBOS

### Sword Slash

⇒, ↵+▲



### Fuller Wave

⇒, ↵+▲...↓+▲



### Hilt Strike

●, ▲, ■  
(crouching)



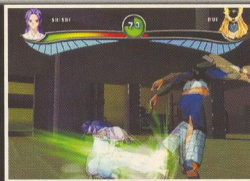
### The Edge

●, ▲, ■...↵+● (crouching)



### Drey Wunder\*

↵+●, ●, ▲



\* Shishi™ Wakamaru's Drey Wunder is only usable against larger foes, such as Bui™ and Karasu™.



## SUZUKA™

Onji™ first appears as an old man who looks past his prime as a fighter. He reveals that he personally assembled Team Uraotogi™ and taught them special techniques that he could exploit on the way to the semi-finals and beyond. But when the wise Genkai™ discovers Onji's™ deception, his true form is revealed. The Beautiful Suzuka™, as he demands to be addressed, is a master of disguise and trickery. He loves life in the spotlight and plans on using the fame and power from winning the Dark Tournament to rule the world.



P1



P2

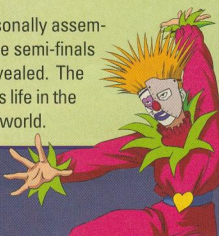
### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
Suzuka's™ Challenge*

### NOTE

To unlock Suzuka™, you must play through Survival Mode with Shishi™.



## GENERAL STRATEGY



Suzuka™ may be freaky-looking, but he isn't a slouch when it comes to the sweet science.

Most of Suzuka's™ juice stems from his various combos, as he lacks any spectacular Specific Moves. He's quick and

his chains are long so he'll dole out some decent damage.

Also, his various Spirit Moves come in handy, with a couple of decent ranged attacks, and the Blackball making for a nice instant-stun move, leaving an enemy open for the aforementioned combo beat down. Much of his power comes from his Spirit Moves. His energy blast is very quick and takes most opponents off guard.

Suzuka's™ not one of the best characters (a lack of balance sees to that) but he can be useful in the right hands regardless of whether anyone thinks he's "beautiful." And besides, everybody loves a clown...right?

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↩ + ●	Sweep	↩ + ● (crouching)		



### Specific Moves

MOVES	BUTTON PRESSES
High Punch	⇒ + ■
Scissor Kick	↑ + ●

### Spirit Moves

MOVE	BUTTON PRESSES
Energy Blast	⇒ + R1
Jumping Energy Blast	R1 (jumping)
Rainbow Cyclone	⇒ + R2
Blackball	⇒ + L1
Disguise	↑ + R2

### Combos

MOVES	BUTTON PRESSES
A Clown's Entrance	■, ▲, ■
Beautiful Death	■, ▲, ■ ... ▲, ▲
Kicking Low	●, ↓, ▲ + ●
Eruption	●, ↓, ▲ + ●, ↑, ▲

## ILLUSTRATED MOVES

### SPIRIT MOVES

#### Energy Blast

⇒ + R1



#### Jumping Energy Blast

R1  
(jumping)





## Rainbow Cyclone

⇒ + R2



## Blackball

⇒ + L1



## COMBOS

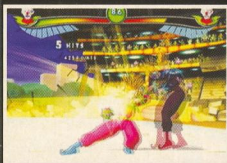
### A Clown's Entrance

■, ▲, ■



### Beautiful Death

■, ▲, ■ ... ▲, ▲





**Kicking Low**

○, ↓, ▲+○



**Eruption**

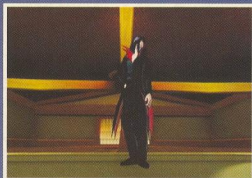
○, ↓, ▲+○



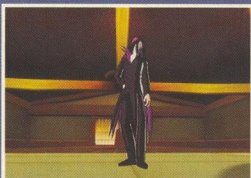
**KARASU™**

**TEAM TOGURO™**

Although a member of Team Toguro™, Karasu™ was defeated, yet spared by Toguro™. Since that time, he has pledged service to the Toguro™ Brothers and follows their orders without question. Karasu™ is a master at using bombs to his advantage, and he can send his energy directly into an opponent's body before igniting it and destroying his target.



**P1**



**P2**

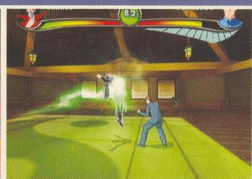
**NOTE**

Unlocking Karasu™ is achieved by beating him with Yoko Kurama™ (Kurama's™ morph form) in Survival mode.

**VITAL STATS**

**First Appearance:**  
Yu Yu Hakusho®, Arch-Rivals

**GENERAL STRATEGY**



Karasu™ has one thing working against him: He needs to steal energy from foes to power his own Spirit Moves. Unfortunately, this makes playing him



more complicated than it might otherwise be.

Even without access to his more devastating moves (Skull Grenade and Spirit Mine among them) he is fast and possesses decent short-chain combos that don't leave room for taking it easy while the bludgeoning is going down.

Still, without easy access to his Spirit Moves, it makes playing him more daunting than it might with others with more ready access to their heavy hitters.

## COMPLETE MOVES LIST

Generic Moves	
MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	↵ + ●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	↵ + ● (crouching)
Grab and Throw	▲ + ●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

Spirit Moves	
MOVES	BUTTON PRESSES
Trace-Eye Bombs	⇒ + R1
Jumping Skull Grenade	R1 (jumping)
Skull Grenade	↵ + L2
Spirit Mine	↓ + R2
Chamber of Ammunition	↑ + R1
Teleport Kick	↓, ↵ + R1

Specific Moves	
MOVES	BUTTON PRESSES
Dash Attack	↵, ⇒ + ▲
Scissor Kick	↑ + ●

Combos	
MOVES	BUTTON PRESSES
Small Pain	⇒, ↵ + ■
Hard Pain Chain	⇒, ↵ + ■ ... ●
Demon Kicks	⇒, ↑ + ●
Spinning Death	⇒, ↑ + ● ... ▲
Death Rise	⇒, ↵ + ●

## ILLUSTRATED MOVES

### SPECIFIC MOVE

#### Dash Attack

↵, ⇒ + ▲



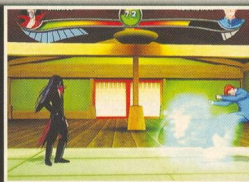




#### SPIRIT MOVES

##### Trace-Eye Bombs

→ + R1



##### Jumping Skull Grenade

R1

(jumping)



##### Skull Grenade

← + L2



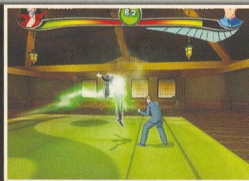
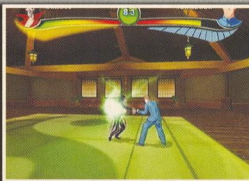
##### Spirit Mine

↓ + R2



##### Chamber of Ammunition

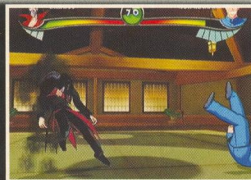
↑ + R1





## Teleport Kick

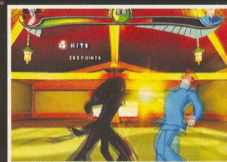
↓, ← + R1



## COMBOS

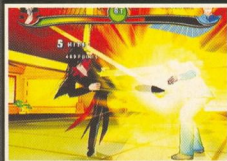
### Small Pain

⇒, ← + ■



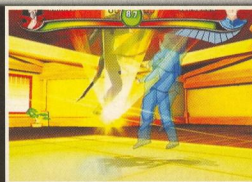
### Hard Pain Chain

⇒, ← + ■ ... ●



### Demon Kicks

⇒, ↑ + ●



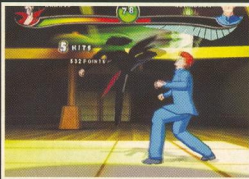
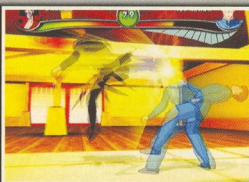
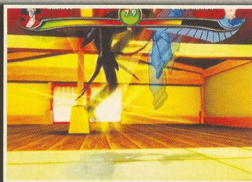


# YU YU HAKUSHO™ GHOST FILES DARK TOURNAMENT 暗黒武闘会

## PRIMA OFFICIAL GAME GUIDE

### Spinning Death

⇒, ↑ + ● ... ▲



### Death Rise

⇒, ↵ + ●



## BUI™

A member of Team Toguro™, Bui™ shrouds his entire body with powerful armor, which holds back his profound strength. He also carries a large axe that he uses to pummel his opponents, and is able to shoot intense energy blasts powerful enough to destroy nearly anything in his path.



P1



P2

### VITAL STATS

**First Appearance:**  
Yu Yu Hakusho®,  
Arch-Rivals

**NOTE**

To unlock Bui™, you must complete Ichigaki's™ Survival mode.





## GENERAL STRATEGY



Bui™ is the purest tank in the game, and his power levels demonstrate this with deadly destructive force. Even his benign Generic

Moves are delivered with crushing savagery, with the only fault being that his speed is below average.

Moves like the Axe Plow, which is among the game's most deadly moves, will make mincemeat of all but the strongest opponents—and even they will need help rising from it afterward.

But with all that raw unfettered strength, there comes a price: Bui™ is not the fastest fighter in the game. With his abilities weighted in the "Bui™ Smash!" category, that leaves him vulnerable to smaller, swifter opponents who know how to work up close and personal.

Still, if your only desire is to attempt to brutally crush all who oppose you, this sword-wielding berserker is right up your alley.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	↵ + ●	Sweep	↵ + ● (crouching)		





## DARK TOURNAMENT

暗黒武術会

PRIMA OFFICIAL GAME GUIDE

### Specific Moves

MOVES	BUTTON PRESSES
Two-Handed Axe Swing	⇒ + ■ + ▲ (weapon)
Axe Charge	⇒ + ▲ (weapon)
Axe Plow	■ + ▲ (crouching weapon)
Axe Strike	↓ + ▲ (weapon)
Axe Swing	⇐ + ▲ (weapon)
Axe Uppercut	⇐, ⇒ + ▲ (weapon)
Half Swing	⇐ + ■ (weapon)
Raising Front Kick	⇒ + ● (crouching, weapon)
Wind Strike	▲ (running, weapon)

### Spirit Moves

MOVE	BUTTON PRESSES
Axe Throw Horizontal	⇒ + [R2] (weapon)
Axe Throw Vertical	⇒ + [R1] (weapon)
Ki Wave	↑ + [R2] (weapon)



### Combos

MOVES	BUTTON PRESSES
Hard Punch	↑, ⇒ + ■ (weapon)
In Your Face	↓, ⇒ + ● (weapon)
Axe Death Sling	⇐, ↓ + ▲ (weapon)
Pain Chain	↑, ⇒ + ■ ... ⇐ + ● (weapon)
Striker	↓, ⇒ + ● ... ■ (weapon)
Crusher	↑, ⇒ + ■ ... ⇐ + ● ... ⇐ + ▲ (weapon)

## ILLUSTRATED MOVES

### SPECIFIC MOVES

#### Axe Plow

■ + ▲  
(crouching weapon)





## Axe Uppercut

↵, ⇒ + ▲  
(weapon)



## SPIRIT MOVES

### Axe Throw Horizontal

⇒ + [R2]  
(weapon)



### Ki Wave

↑ + [R2]  
(weapon)



## COMBOS

### Hard Punch

↑, ⇒ + ■  
(weapon)



### In Your Face

↓, ⇒ + ●  
(weapon)





#### Axe Death Sling

←, ↓ + ▲  
(weapon)



#### Pain Chain

↑, ⇒ + ■ ... ← + ● (weapon)



#### Striker

↓, ⇒ + ● ... ■  
(weapon)



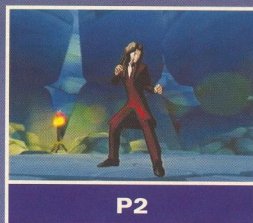
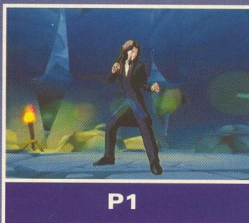


**Crusher** ↑, ⇒+■...⇐+●...⇐+▲ (weapon)



## ELDER TOGURO™

If his younger brother has the brawn, the older, smaller Toguro™ certainly has the brains. He has the amazing ability to shift his internal organs around inside his body, allowing him to survive even the most powerful assaults. As long as his vital parts remain intact, this Toguro™ brother is virtually unbeatable.



**NOTE**

To unlock Elder Toguro™, you must defeat Younger Toguro™ without him being able to increase strength (1P, Hard difficulty)

### VITAL STATS

#### First Appearance:

*Yu Yu Hakusho®,  
The Toguro™  
Brothers' Gang*

## GENERAL STRATEGY



Toguro's™ elder brother might cut a slight and unimposing figure, but his lack of brute force is more than made up for with blistering speed across the board.



Elder Toguro™ is quick and can be at an opponent's throat in short order, grinding away with quick, moderately damaging combos. Of these, Pain Dance, Death Claw, and Touch of Death are the most impressive.

When he's not chewing up a foe with combos, he has a few other moves at his disposal to keep a charging foe at bay, including a pair of Spine Moves and a Hand Blade that can, when correctly timed, stop a charging bull (or Younger Toguro™). To aid his flimsy frame, he also has access to a Regeneration Move to bring himself up to fighting form, should he be pounded too hard. However, Elder Toguro™ is more vulnerable to combos. The same combos do more damage to him than to any other fighter in the game.

As with most of the quick characters, Elder Toguro™ is fun to play, and his mix of rapid fire combos and decent defensive moves make him a potent fighter in anyone's hands.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES	MOVES	BUTTON PRESSES
Jab	■	Low Punch	■ (crouching)	Grab and Throw	▲ + ●
Punch	▲	Low Kick	● (crouching)	Wake-Up Kick	■
Kick	●	Uppercut	▲ (crouching)	Jumping Attack	■ (jumping)
Spin Kick	⇐ + ●	Sweep	⇐ + ● (crouching)		

### Specific Moves

MOVES	BUTTON PRESSES
Finger Perforation	⇐, ⇒ + ■
Scissor Kick	⇑ + ●

### Spirit Moves

MOVES	BUTTON PRESSES
Hand Blade	⇐, ⇒ + [R1]
Jumping Hand Blade	[R1] (while in the air)
Finger Spine	⇒ + [R2]
Regeneration	⇓ + [R1]
Finger Spine Floor	⇓ + [R2]

### Combos

MOVES	BUTTON PRESSES
Simple Hurt	⇒, ⇐ + ■
Pain Dance	⇒, ⇐ + ■ ... ●
Death Claw	⇐, ⇒ + ▲
Touch of Death	⇐, ⇒ + ▲ ... ■
Tear	⇒, ⇐ + ●
Spinning Rise	⇐, ⇒ + ●



## ILLUSTRATED MOVES

### SPIRIT MOVES

#### Hand Blade

←, → + R1



#### Finger Spine

→ + R2



#### Regeneration

↓ + R1



#### Finger Spine Floor

↓ + R2





### COMBOS

#### Simple Hurt

⇒, ⇐ + ■



#### Pain Dance

⇒, ⇐ + ■ ... ●



#### Death Claw

⇐, ⇒ + ▲



#### Touch of Death

⇐, ⇒ + ▲ ... ■





## Tear

⇒, ⇐ + ●



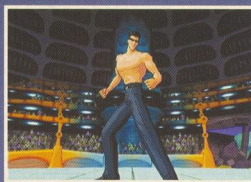
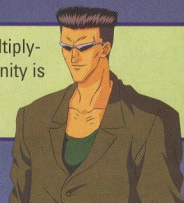
## Spinning Rise

⇐, ⇒ + ●

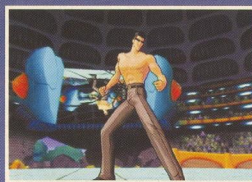


## YOUNGER TOGURO™

The Younger Toguro™ possesses the ability to increase his already considerable size at will, multiplying his strength by a hundred fold or more. He is a man of few words, but his contempt for humanity is apparent in the scowl that dominates his stone-like exterior. Though he often uses his powers in the service of evil, Toguro™ is not without honor. He does not destroy without reason.



P1



P2

### VITAL STATS

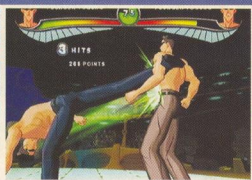
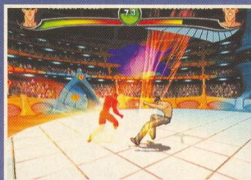
#### First Appearance:

*Yu Yu Hakusho®,  
The Toguro™  
Brothers' Gang*

### NOTE

To unlock Younger Toguro™, you must complete Episode 31 in the Dark Tournament.

## GENERAL STRATEGY



It's not that he's strong. It's not that he's resilient. And it's not that he's fast. The big issue with Younger Toguro™ is that he's all of the above.



Toguro™ is the game's best character for all of the above reasons. He also has a killer set of combos, with the longest and most deadly strings of any character in the game (12 hits, anybody?).

As if he's not tough enough without, his ability to increase his strength (which also occurs with frightening swiftness) and a sampling of ranged attacks make him an even more complete and unstoppable fighting machine.

Toguro™ is so powerful that you may want to ban your friends from playing him, as he single-handedly unbalances the game. Of course, you could just not tell them that and administer a little pain yourself.

## COMPLETE MOVES LIST

### Generic Moves

MOVES	BUTTON PRESSES
Jab	■
Punch	▲
Kick	●
Spin Kick	⇐+●
Low Punch	■ (crouching)
Low Kick	● (crouching)
Uppercut	▲ (crouching)
Sweep	⇐+● (crouching)
Grab and Throw	▲+●
Wake-Up Kick	■
Jumping Attack	■ (jumping)

### Specific Moves

MOVES	BUTTON PRESSES
Circular Punch	⇐, ⇒+■
Front Kick	⇒+●
Hammer Down	↑, ↓+▲
Slap Off	↓, ⇐+■
Rapid Fire Kick	●
Rapid Fire Punch	■
Rapid Fire Strong Punch	▲

### Spirit Moves

MOVES	BUTTON PRESSES
Increase Strength	↑+R1
Earth Slash	↓+R2
Ki Blast	⇐+R2
Finger Flip Bullets	⇒+R1

### Combos

MOVES	BUTTON PRESSES
Repel	⇐, ⇒+●
Damage	⇐, ⇒+▲
Damager	⇐, ⇒+▲...●
Finisher	⇐, ⇒+▲... ●...↑+▲
Hurt	⇒, ⇐+▲
Flying Hammer	⇒, ⇐, ▲... ↑+▲
Death Chain	⇒, ⇐+▲...■
Shake Down	⇒, ⇐+▲... ■...⇒+■
Seeker Strikes	⇒, ⇐+▲... ■...●
Long Way to Hell	⇒, ⇐+▲... ■...●, ↑+▲



## ILLUSTRATED MOVES

### SPECIFIC MOVE

#### Hammer Down

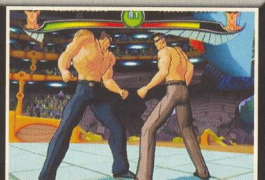
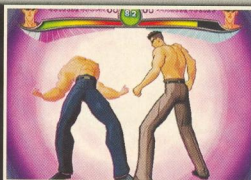
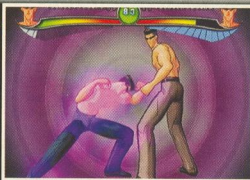
↑, ↓ + ▲



### SPIRIT MOVES

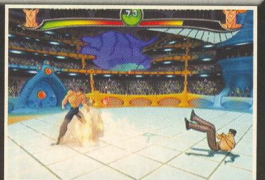
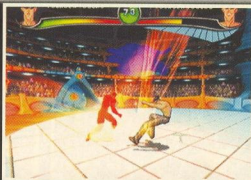
#### Increase Strength

↑ + [R1]



#### Earth Slash

↓ + [R2]



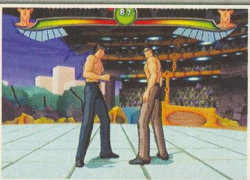
#### Ki Blast

← + [R2]



#### Finger Flip Bullets

⇒ + [R1]





## DARK TOURNAMENT

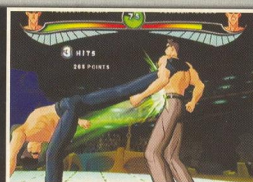
時黒武術会

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### COMBOS

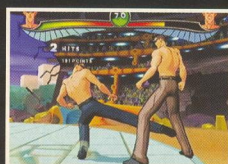
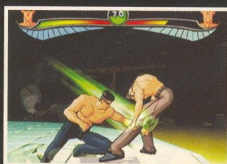
#### Repel

⇐, ⇒ + ●



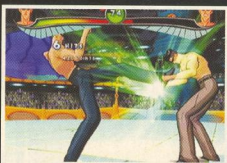
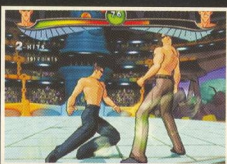
#### Damage

⇐, ⇒ + ▲



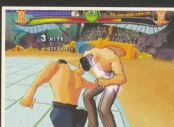
#### Damager

⇐, ⇒ + ▲ ... ●



#### Flying Hammer

⇒, ⇐, ▲ ... ↑ + ▲

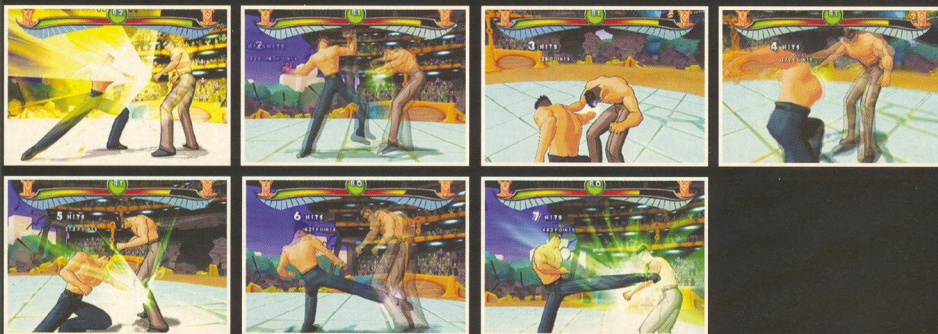




## Finisher ⇐, ⇒ + ▲ ... ● ... ↑ + ▲



## Death Chain ⇒, ⇐ + ▲ ... ■



## Seeker Strikes ⇒, ⇐ + ▲ ... ■ ... ●



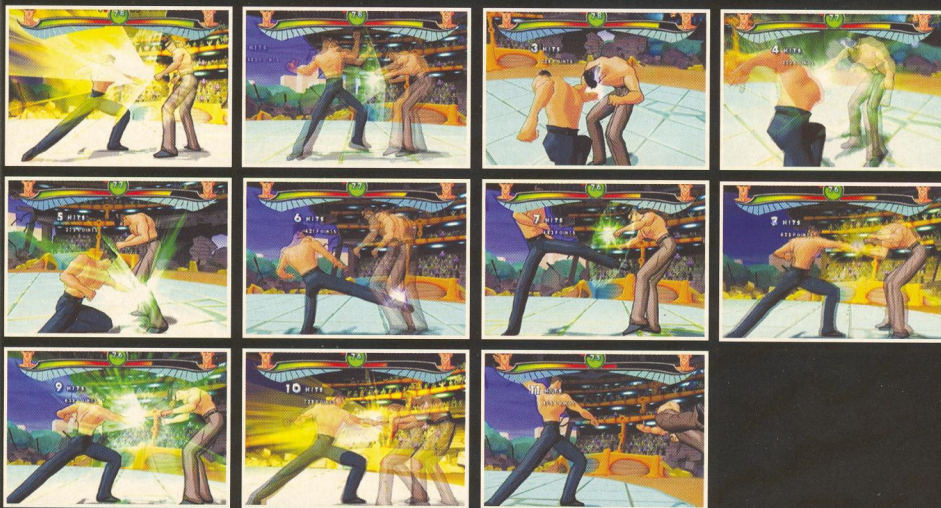


## DARK TOURNAMENT

暗黒武術会

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### Shake Down ⇒, ←+▲...■...⇒+■



### Long Way to Hell ⇒, ←+▲...■...●, ↑+▲





# DARK TOURNAMENT WALKTHROUGH

CAUTION

This chapter is loaded with spoilers as it presents every chapter in Dark Tournament and Dark Tournament Plus modes. If you don't want to know, don't read any further!

## THE TOURNAMENT BEGINS

The single most intriguing mode in *Yu Yu Hakusho*™: *Dark Tournament*™ is the Dark Tournament mode. Herein you'll live the events of the famous Saga as it played out in the anime of the same name. You'll take the roles of all the major players (at least on the side of right) in your quest to stop Toguro™ and his cohorts from carrying the day.

The following section breaks down *all* the Episodes as well as the "+" modes that need to be unlocked before you can gain access to them. Once more it bears repeating: There are tons of spoilers here, so don't read more if you don't want to know them!



### EPISODE 1: INTRODUCTION



This merely serves as an intro to the challenges (or a prelude to the storm, if you prefer), and to the Dark Tournament Saga as whole, so kick back, relax, and enjoy the show.

### EPISODE 2: TOGURO™ RETURNS



While we all wish it could be different, Yusuke™ can't win this one, which will leave you doing your best punching bag impression and letting the (bone) chips fall where they may. If you ever happen to win this fight, it unlocks Elder Toguro's™ second skin.

### EPISODE 3: HERO IN THE MAKING



Here your mission is fairly straight-forward: Do as Genkai™ tells you and duck, dodge, and weave to avoid her missile attacks. Succeed with this and you'll be granted access to the next Episode.



## EPISODE 4: LEARN GENKAI'S™ FIGHTING TECHNIQUE



More training—only this time you'll need to lay into Genkai™ to show your true mettle. Don't worry, you can't harm him, so just flail away at him as you might an opponent in Training mode.

## EPISODE 5: OF ROCKS AND SPIRIT



In this test of strength, you'll have to blast the various boulders scattered about the area with your Spirit Gun ⇒ + [R1]. Shatter a sufficient quantity and you'll be granted access to the next Episode.

## EPISODE 5+: WAITING FOR DEPARTURE

### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



Kuwabara's® up to bat this time around, only it may not be what you were expecting. He and Hiei® take some time out to get in a little Token Gaming. Beat Hiei's® feeble hand to clear this challenge.

### NOTE

You'll get to choose from your currently assembled decks (A, B, or C) for this sequence. So if you have trouble winning, come back later with a better hand.

## EPISODE 6: WALK THE PLANK



This should be interesting. While you probably don't have access to it yet, this will give you a taste of what to expect from Survival mode, because Genkai™ is forced to face a mob of angry Spirits one after another (three in a row). Oh, and did we mention you don't get back any health between opponents? Winning this Episode unlocks Survival mode.



# DARK TOURNAMENT WALKTHROUGH

## EPISODE 7: MASS SLAUGHTER



As with the previous Episode, this match will introduce the concept of Tag Team fighting. Hiei®, Kuwabara®, and Kurama™ must take down an unfriendly lot to advance to the next chapter. When you're ready to bring in a new fighter, hit [R3] to pull someone's fat out of the fire or, in this case, the drink. Winning this Episode unlocks Tag Team mode.

**NOTE**

As your foes will most certainly make use of it, be sure to actually use the Tag feature if you're getting pounded.

## EPISODE 7+: HEATED CHALLENGE

**NOTE**

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



It's time again for a Token Game—this time against Team Rokuyukai™. In order to proceed, you'll need to outfox and outsmart them with your pre-existing deck(s) of Tokens.

**Tip**

Remember your special ability icons! They can make the difference between a stunning victory and a humiliating loss! For more info, see the Token Game chapter.

## EPISODE 8: FIRST CONTACT



This chapter is cut and dry: Defeat Rinku™ with Kuwabara® to proceed to the next Episode. However, he's a tricky little devil with his dual yo-yos, so watch your step and stay on your guard!

**Tip**

Watch for Rinku™ attempting to Regenerate (watch for the blue aura). When he does, get in there and pound the snot out of the little dickens.

## EPISODE 9: SOUL ASSASSINS



It's not bad enough that Kurama™ has to deal with the malevolent fiend, Roto™, but all the while his Soul Assassin will be orbiting the arena looking for openings in which to attack. You can't defeat it, so your overriding goal should be to put Roto™ in the ground ASAP!



### EPISODE 10: FIGHT FIRE WITH FIRE



Ooh, now this is tricky. As it turns out, Zeru™ (at least in this situation) is only vulnerable to Hiei's® The Dragon of the Darkness Flame attack (⇐, ⇨ + [L]). To add to the complexity, if Hiei® misses, the attack will rebound and take a bite out of him instead! However, there is one plus: It only takes one hit to win a round (which, of course, cuts both ways).

**Tip**

Your best bet is lure Zeru™ into executing a combo, then sidestepping and nailing him with the Dragon attack.

### EPISODE 11: DRUNKEN MASTER



This is a straight-ahead, winner-takes-all match, with no special criteria. Just get in there and smoke Chu™ (preferably before he starts to load up on the good stuff). You'll finally be able to use the Spirit Gun more than a handful of times, so feel free to blast him silly if you feel the urge.

### EPISODE 12: KNIFE-EDGE DEATH MATCH



This is what's known as a Knife-Edge Death Match. Neither combatant can move while plugging away at one another, face-to-face, just inches apart. Follow Chu's™ pattern as you bludgeon one another, using ▲, ●, and ■ to return his various blows until he goes down in a heap at Yusuke's® feet. To win the Knife-Edge Death Match and take advantage of Chu's™ predictable pattern hit ●, ■, ▲, and again ●, ■, ▲, and so on, and you'll win with a "Perfect!"

### EPISODE 13: NEED A HAND?



This time out you'll take Hiei's® role against Kuwabara®. You'll need to rely on more than just special attacks and get in up close and personal to bring the big man down to your level. In fact, all of your moves requiring the right hand are unavailable.



# DARK TOURNAMENT WALKTHROUGH

## EPISODE 14: AMBUSH



Tag Team fight once more: This time it's Hiei® and Kurama™ versus a pair of ugly opponents. Outside of tagging, this is a straight-ahead, winner-takes-all match. Just get in there and work 'em till they drop to gain access to the next Episode.

## EPISODE 15: THE EVIL WITHIN



Another Tag Team, this time versus a chunk of Team Ichigaki™. There are no special rules or requirements for completing this Episode, beyond kicking in the skulls of your various opponents. Just remember that [R3] tags your fighters in and out.

## EPISODE 15+: ACE IN THE HOLE

### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



In yet another "+" Episode you'll go up against an opponent in a Token Game match. This time your opponent, oddly enough, is a Robot. To proceed, you'll need to work him over with your superior, Token-based skills.

## EPISODE 16: LEVIATHAN—AMBITION DESTROYED



While it may seem that Yusuke® and Kuwabara® have the upper hand by virtue of their two-to-one advantage, bear in mind that Dr. Ichigaki™ is playing for keeps. That means he wants your head on a pole and will stop at nothing to get it. If you need help, tag: [R3] !

## EPISODE 17: NO REST FOR PAINTING



This unpleasant match pits you, as a weakened (half a life bar) Kurama™ versus a fully-powered Gama™—obviously the odds aren't in your favor. Your best bet is to force him into a Ring Out situation or keep him at bay and slowly tick him to death with various whip attacks.



## EPISODE 18: KURAMA'S™ STAND



As if things weren't bad enough last round, this time out Kurama™, while getting a full life bar, loses his ability to perform Spirit Moves. Naturally that's going to make this bout against Touya™ a bit more unwieldy than it might have been. You'll have to make due with busting him the old-fashioned way.

## EPISODE 18+: HONOR AMONG THIEVES

### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



Another "+" Episode and another Token Game, but this time the stakes are a bit higher. You'll have to beat Team Mashoutsukai™ to save Kurama™ from an unpleasant fate. So dig into that Token bag and, for Kurama's™ sake, you better come out a winner.

### NOTE

You may have noticed that the Token draws by your opponent are getting better and better. There's an excellent chance you may have to simply bow out for now and collect some new pieces before taking on a fight of this magnitude.

## EPISODE 19: THE WIND MASTER



While the game will admonish you to knock Jin™ to the ground and then combo him, you *can* actually combo him while he's in the air. However, it may be in your best interests to attempt to ring him out via an uppercut (⇧+▲)—he can be one tough customer!

## EPISODE 19+: A MATTER OF LOVE AND DEATH

### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



You'll need to win this match to score the Yukina™ Token which, as the game aptly notes, you'll need to win the next Token Game.



## DARK TOURNAMENT WALKTHROUGH

### EPISODE 20: SPIRIT OF LOVE



This match presents a new twist: You'll be Kuwabara® with severely depleted health and Spirit Energy fighting a tough battle against a 100-percent Risho™. However, if you can last long enough, Yukina™ will arrive to lend a hand. When you see her portrait on screen, press **△+L2** and she'll lend some support. Bear in mind, however, that you do not necessarily need Yukina™ to win.

### EPISODE 21: GENKAI'S™ LAST TRIAL



And now for something completely different. In this match, Yusuke® must absorb the Spirit Energy that Genkai™ tosses at him. You'll want to keep hammering **×** until time runs out (if you don't, you'll die) and juice up your Spirit Energy bar.

### EPISODE 22: BLADES



This time out it's Hiei® vs. Makintaro™, only Hiei® is hobbled. This time around he has neither Spirit Energy nor Spirit Moves. This makes things a bit more interesting (and quite bit harder) because Makintaro™ is much stronger than Hiei®. Persevere, however, because the battle is yours.

### EPISODE 23: MIGHTIER THAN THE SWORD



What do you know, it's Hiei® again. Not surprisingly, he's once more hobbled. This time around his sword will wing harmlessly off of Kuro's™ armor, thus removing one of Hiei's® primary advantages. Needless to say, this guy can't catch a break no matter how hard he tries.

### EPISODE 23+: TREASURE BOX

#### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



# YU YU YAKUSHO™ GHOST FILES DARK TOURNAMENT 暗黒武術会

## PRIMA OFFICIAL GAME GUIDE



Another Token Match and, this time out, the prize is the Yoko Kurama™ playing piece. Naturally the match has grown progressively more difficult, with this one being the toughest yet. As with previous matches, you may need to back out and earn some Tokens before pressing onward.

### EPISODE 24: GENKAI'S™ STRENGTH



Genkai™ has divested much of her power to Yusuke®, and as a result she is very weak. To remedy this, you'll need to rely on the Spirit Reflection Blast (⇐+R2) to return your foe's attacks to him. This isn't an easy match, and it truly separates the living from the dead.

**TIP**

Be aware that you can hold the Spirit Reflection Blast for more than just a brief moment—this makes the timing much more forgiving.

### EPISODE 25: SUZUKA'S™ CHALLENGE



This match, consisting of Genkai™ (you) vs. Suzuka™, is daunting mainly because your foe is very aggressive. Couple this with the fact that Genkai™ still has low Spirit Energy, and it's a lot like paddling upstream. Still, playing defensively will go a long way. Wait until he exhausts a combo string, then retaliate with your own. Timing is *everything*.

### EPISODE 26: DEATH OF A GREAT WARRIOR



Though, technically, Genkai™ probably won't win this match you'll still have to "beat" Toguro™ and continue onward. He's amazingly resilient so it's going to take every high-powered combo you've got to bring him to his knees. Just like Episode 2, this Episode is meant to be lost. Toguro™ is just too strong. This makes Yusuke® wonder if he's ever gonna beat this guy. If Genkai™ ever happens to win, you get the Spirit Egg Token (the Poo Token), which you can't get anywhere else.

### EPISODE 26+: THE DARKEST HOUR

130

**NOTE**

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



# DARK TOURNAMENT WALKTHROUGH



**Token Game time:** This time you'll square off against Suzuki™. He has some meaty pawns at his disposal, so it'll do you well to vanquish him and claim one of his for your own.

## EPISODE 27: FLOWERS OF BLOOD



To defeat Karasu™ you'll need to morph into Yoko Kurama™ to carry the day. Start off the match, back off, and press  $\uparrow + [L2]$ , then get in there and kick the snot out of him. Just to re-emphasize: You *must* be in Yoko Kurama™ form to beat Karasu™.

## EPISODE 28: WIELDER OF THE DRAGON



Lo and behold, Hiei® is up at bat again. Amazingly, he isn't suffering any particular ailments. Of course, the downside is that he has to face down Bui™, the superhuman tank, but you can't win 'em all. As with all cases of little guys versus big guys, your best bet is to get in, keep the heat on, and slowly whittle him down to an armored nub.

## EPISODE 29: BENEATH THE ARMOR



Bui™ was only toying with Hiei® in the previous chapter. Now he removes his armor to unleash his true powers! Time for a re-match already? It seems so, as it's Bui™ vs. Hiei® once more. This time Bui™ is out for blood. The big man is very aggressive and it'll require lots of sidestepping and other defensive tactics to come out of this in one piece. Use Hiei's® Dragon of the Darkness Flame to extract several hundred pounds of flesh.

## EPISODE 30: THE SHADOW OF ELDER TOGURO™



To defeat Elder Toguro™, you'll need to target the small circular spot on his body. This can be a daunting task because he won't simply stand there and let you hack away at it. Also, unfortunately, the location will change from lower, to mid, to upper body at random making things all the more difficult for an enraged Kuwabara®. Just like in the TV episode of the same name, Kuwabara® can defeat Elder Toguro™ using the Vertical Slash move. No matter where the sweet spot is, the Vertical Slash will hurt.



## EPISODE 30+: SAKYO'S™ PROPOSAL

### NOTE

This chapter is not accessible until Dark Tournament Plus mode has been unlocked.



The final "+" Episode is a Token Game, this time with Sakyo™ as the man across the table. Koenma's™ life hangs in the balance on this outing and, as the previous matches went, so goes this one. If you need better Tokens, back out and come back later to wipe the grin from Sakyo's™ face.

## EPISODE 31: WHEN SPIRITS COLLIDE



This is the final showdown against Younger Toguro™ with you starring as Yusuke® Urameshi. The rules are pretty straightforward: Beat the living daylights out of Toguro™, win the Dark Tournament, and save the day for all! Toguro's™ no pushover, but he's far from the unstoppable machine you faced at the outset of this adventure. Get in there and give him one for Genkai™! Just when you think you have defeated Toguro™, he does his Increase Strength move and restores himself to 100 percent health. You must defeat him again, and this time he delivers more damage!

# TOKEN GAME

### CAUTION

Play through the in-game Tutorial to get a feel for this intriguing game-within-a-game.

## AND NOW FOR SOMETHING COMPLETELY DIFFERENT....

As if having a full-blown, 3D, brawl-fest wasn't enough, Atari also included a second game, almost independent of the main attraction.

The Token Game takes familiar (and not so familiar) characters from Dark Tournament Saga and brands their faces on various tokens you'll use to play a modified version of the classic card game *War*. And while that may not sound appealing initially, it's the twists on the original formula that make it enthralling.



## THE RULES

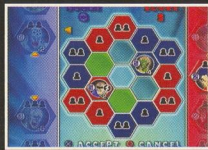
### Fans

The board is laid out as a series of hexagons in concentric rings: 12 on the outer ring and 6 embedded within that one. There's one final, center, hexagon that acts as a placeholder.

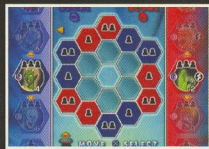
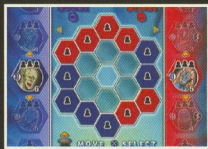


## TOKEN GAME

The outer rings of hexagons represent “Fans” aligned with either player’s team (either red or blue). These “Fans” determine how a player will be able to lay out his or her Tokens on the board.



The three icons across the top of the Token displayed here are Fans. Those three Fans determine where the Token can fit on the board, and will take up three Fans on the board.



**Random board types:** Be aware that the board is random. Sometimes you will not be able to use Tokens that require three Fans depending on the configuration.



At the game’s outset, each player chooses from his Token collection (see “Earning Tokens” further along): three each of one, two, and three Fans. You’re locked into this arrangement and you can’t substitute, say, one Token with two Fans and one Token with one Fan to take the spot of three Fans.

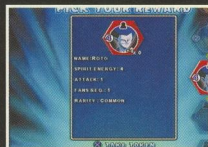
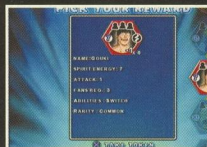


The battle begins with a dice role to determine which player moves first. From there, place your Tokens according to the number of Fans on the player’s Tokens.

### NOTE

**You can only place your Fans aligned with your team color: either red or blue. These spots are highlighted in green.**

### Scoring Points



Each Token has two slots for numbers: the left one represents Spirit Power (health) and the bottom one represents Attack power. Spirit Power is the only number that counts when tallying your score. Some Tokens do not have an Attack score.



## DARK TOURNAMENT

暗黒武術会

### PRIMA OFFICIAL GAME GUIDE



As you're placing Tokens next to a foe's, use your Attack score to reduce his Spirit Power and, thus, his overall score. For example:

**Player 1**  
Token: Hiei®  
Spirit Power: 4  
Attack Power: 0

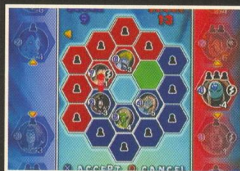
**Player 1**  
Token: Hiei®  
Spirit Power: 2  
Attack Power: 0

vs.

*Results in:*

**Player 2**  
Token: Gama™  
Spirit Power: 3  
Attack Power: 2

**Player 2**  
Token: Gama™  
Spirit Power: 3  
Attack Power: 2



Because Hiei® lacks Attack power, he does no damage to Gama™. Conversely, Gama™ inflicts two points of "damage" to Hiei's® Spirit Power, thus reducing Player 1's score by two points. If these were the only two Tokens on the board, the score would be:

**Player 1: 2      Player 2: 3**

The game is thus played out with a constant seesaw battle as players go back and forth, reducing one another's overall score while trying to increase their own. After the inner hexagons are filled, the game ends, and whoever has the higher score is declared the winner.

It is simple and addictive.

## Ability Icons

While the gameplay is interesting on a base level, after the Ability Icons come into play, it adds a whole new layer of complexity to the events.

**NOTE**

The Ability Icons are Token-dependent, and not every Token has one.



This Icon has the effect of both switching the stats (Spirit Power and Attack) and the two Tokens adjacent to the one placed, be they friend or foe.



This is a tricky Icon: Upon placement, the Token's Attack power is applied to all adjacent Tokens, be they friend or foe. Thus, not only does it damage foes, but it'll also deduct from your score.



Tokens with this Icon will attack the Token across the board from it instead of the one adjacent. There is no effect if there is no Token across from it.



With this Icon, the placed Token will "jump" to the space opposite it, switching spaces with the Token there. This is a good way to turn a game around or drive the stake into a foe's heart.

## EARNING TOKENS

Earning Tokens is accomplished through two means: either by defeating an opponent within the Token Game (after which you get to pick one of his tokens) or by unlocking them throughout the game's main 3D fighting portion. The table contained here directs you to where each Token is.



## EARNING TOKENS IN-DEPTH

This sidebar will give you a more thorough grounding into how the Token unlocking process works.

Each Token belongs to a particular "Group" which should not be confused with the Episodes in Dark Tournament modes. They break down as follows:

- **Group 0 (base deck):** 1, 2, 3, 58, 59, 60, 125, 126, 127
- **Group 1:** 16, 17, 36, 86, 87, 88, 124
- **Group 2:** 8, 9, 15, 23, 24, 25, 35, 43, 44, 61, 70, 71, 72, 73, 89, 100, 101, 102, 103, 128, 137, 138, 139, 140, 141, 142
- **Group 3:** 10, 11, 12, 14, 26, 27, 28, 34, 45, 48, 49, 62, 74, 76, 77, 78, 79, 90, 104, 107, 108, 109, 110, 123, 143, 145, 146, 147, 148, 149
- **Group 4:** 4, 5, 6, 7, 20, 21, 22, 29, 33, 42, 46, 50, 64, 65, 66, 67, 68, 69, 75, 80, 91, 94, 95, 96, 97, 98, 99, 105, 111, 122, 129, 132, 133, 134, 135, 136, 144, 150
- **Group 5:** 13, 18, 19, 30, 31, 32, 37, 38, 39, 40, 41, 47, 51, 52, 53, 54, 63, 81, 82, 83, 84, 85, 92, 93, 106, 112, 113, 114, 115, 116, 117, 121, 130, 131, 151, 152, 153, 154, 155, 156, 157

Now, in order to gain access to the cards in Groups 1, 2, etc., you'll need to collect a certain number of cards in each of the preceding Groups as follows:

- **Group 2:** When you have at least 6 different Tokens from Group 1
- **Group 3:** When you have at least 17 different Tokens from Group 2
- **Group 4:** When you have at least 20 different Tokens from Group 3
- **Group 5:** When you have at least 25 different Tokens from Group 4

So, needless to say, if you want the best Tokens (found in Group 5) you'll need to collect, at a minimum, 68 Tokens from the various Groups as you progress through the game.

Also, it bears noting that each Token has a rarity rating within in each Group, so your odds of getting a particular one vary from Token to Token with common, uncommon, and rare types. There's also a fourth group of Special Tokens that are unlocked (for more info on those, flip to the next chapter).

### NOTE

See the Token table for info on the rarity of various Tokens.

### NOTE

The following table contains all the stats and locations of every Token in the game. Most Tokens are won by playing the game's 3D fighting portion.

### Rarity Key

C=Common U=Uncommon R=Rare SP=Special















## TOKEN TABLE

### Complete Token List and Stats
















TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
1	 Hiei®	1	4	0	None	U
2	 Kuwabara®	1	3	1	None	C
3	 Yusuke®	1	2	2	None	C
4	 Genkai™	1	5	1	Berserk	C
5	 Kurama™	1	4	2	Berserk	C
6	 M1™ Yen	1	3	3	Berserk	C
7	 M2™ Ryo	1	2	4	Berserk	C
8	 M3™ Kai	1	4	1	Projectile	C
9	 Gama™	1	3	2	Projectile	C
10	 Jin™	1	2	3	Projectile	C
11	 Risho™	1	3	0	Swap	C
12	 Touya™	1	2	1	Swap	C
13	 Chu™	1	2	0	Jump	C
14	 Rinku™	1	5	0	None	C



#### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
15	 Roto™	1	4	1	None	C
16	 Zeru™	1	3	2	None	C
17	 Karasu™	1	2	3	None	U
18	 Elder Toguro™	1	6	1	Berserk	U
19	 Younger Toguro™	1	5	2	Berserk	U
20	 Bui™	1	4	3	Berserk	U
21	 Kuro™ Momotaro	1	3	4	Berserk	U
22	 Makintaro™	1	2	5	Berserk	U
23	 Suzuka™	1	5	1	Projectile	U
24	 Shishi™ Wakamaru	1	4	2	Projectile	C
25	 Miyuki	1	3	3	Projectile	U
26	 Inmaki	1	2	4	Projectile	U
27	 Gokumonki	1	4	0	Swap	U
28	 Disintegrator	1	3	1	Swap	U
















#### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
29	 Fiend	1	2	2	Swap	U
30	 Horned Wrestler	1	3	0	Jump	U
31	 Minotaur	1	2	1	Jump	U
32	 Rugby	1	6	0	None	R
33	 Topaz	1	5	1	None	U
34	 Sumo	1	4	2	None	R
35	 Barbarian	1	3	3	None	R
36	 Trident	1	2	4	None	R
37	 Clubber	1	7	1	Berserk	R
38	 Minion	1	6	2	Berserk	R
39	 Lackey	1	5	3	Berserk	R
40	 Sage	2	1	9	Projectile	SP
41	 Kura	1	3	5	Berserk	R
42	 Kong	1	2	6	Berserk	R
43	 Guillotine	3	4	4	Jump	SP


















# TOKEN GAME

## Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
44 	Kartel	1	5	2	Projectile	R
45 	Fright	2	8	0	Switch	S
46 	Don	1	3	4	Projectile	R
47 	Wiseone	1	2	5	Projectile	R
48 	Tyrant	1	5	0	Swap	R
49 	Rex	1	4	1	Swap	R
50 	Beast	1	3	2	Swap	R
51 	Ogre	1	2	3	Swap	R
52 	Striker	3	7	3	Projectile	C
53 	Claws	1	3	1	Jump	R
54 	Koenma™	1	2	2	Jump	R
55 	George	1	0	7	None	SP
56 	Captain	1	1	8	Berserk	SP
57 	DemonEyes	2	7	0	None	C
58 	Scalper	2	6	1	None	U

## Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
59 	Coloss	2	5	2	None	C
60 	Spirit Assassin	2	4	3	None	C
61 	Imajin	2	3	4	None	C
62 	Braun	2	2	5	None	C
63 	Seiryu	2	8	1	Berserk	U
64 	Bakken	2	7	2	Berserk	C
65 	Bouncer	2	6	3	Berserk	C
66 	Pulverizer	2	5	4	Berserk	C
67 	Cobra	2	4	5	Berserk	C
68 	Renegade	2	3	6	Berserk	C
69 	Lobo	2	2	7	Berserk	C
70 	WereDemon	2	7	1	Projectile	U
71 	Ichigaki™	2	6	2	Projectile	C
72 	Uraurashima	2	5	3	Projectile	C
73 	Spike	2	4	4	Projectile	C



### DARK TOURNAMENT
















暗黒武術会

## PRIMA OFFICIAL GAME GUIDE

### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
74	 DemonHog	2	3	5	Projectile	C
75	 Wrath	2	2	6	Projectile	C
76	 Crystal	2	6	0	Swap	U
77	 Bomber	2	5	1	Swap	C
78	 Katana	2	4	2	Swap	C
79	 Fangs	2	3	3	Swap	C
80	 Scales	2	2	4	Swap	C
81	 Intimidator	2	5	0	Jump	U
82	 Enforcer	2	4	1	Jump	C
83	 Destroyer	2	3	2	Jump	C
84	 Shadow	2	2	3	Jump	C
85	 Grim	2	8	0	None	R
86	 ShadeDevil	2	7	1	None	R
87	 Rhino	3	0	10	None	SP
















### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
88	 Gatekeeper	2	5	3	None	C
89	 PitDemon	2	4	4	None	U
90	 Shrieker	2	3	5	None	U
91	 Scar	2	2	6	None	C
92	 Biter	2	9	1	Berserk	R
93	 BloodHorn	2	8	2	Berserk	U
94	 Jaws	2	7	3	Berserk	R
95	 Bulldozer	2	6	4	Berserk	U
96	 King	2	5	5	Berserk	C
97	 Berserk	2	4	6	Berserk	C
98	 Guardian	2	3	7	Berserk	U
99	 Overseer	2	2	8	Berserk	R
100	 Doom	2	8	1	Projectile	R
101	 Sorcerer	2	7	2	Projectile	U
102	 Guru	2	6	3	Projectile	U


















# TOKEN GAME

## Complete Token List and Stats (continued)














TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
103	 Nomad	2	5	4	Projectile	U
104	 Witch	2	4	5	Projectile	U
105	 Shaman	2	3	6	Projectile	U
106	 Blade	2	2	7	Projectile	R
107	 Rookie	2	7	0	Swap	R
108	 Jester	2	6	1	Swap	U
109	 SkullCrusher	2	5	2	Swap	U
110	 Gargantua	3	6	6	Berzerk	P
111	 Wizard	2	3	4	Swap	U
112	 Gargoyle	2	2	5	Swap	R
113	 Demonaurus	2	6	0	Jump	R
114	 Mogoo	2	5	1	Jump	R
115	 Devil Dog	2	4	2	Jump	U
116	 Creeper	2	3	3	Jump	U
117	 Dasher	2	2	4	Jump	U

## Complete Token List and Stats (continued)
















TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
118	 Gatasubal	1	4	4	Berzerk	R
119	 Gambler	1	4	3	Projectile	R
120	 CutThroat	2	1	6	Jump	SP
121	 Ripper	3	9	0	None	R
122	 Banshee	3	8	1	None	R
123	 WildBoar	3	7	2	None	C
124	 Mohawk	3	6	3	None	C
125	 Goblin	3	5	4	None	C
126	 Spike	3	4	5	None	C
127	 Vermin	3	3	6	None	U
128	 DemonKnight	3	2	7	None	C
129	 Blue Devil	3	10	1	Berserk	U
130	 Mammoth	3	9	2	Berserk	R
131	 Exotica	3	8	3	Berserk	U
132	 Vamon	3	7	4	Berserk	R



#### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
133	 Crimson	3	6	5	Berserk	U
134	 Sea Devil	3	5	6	Berserk	C
135	 Abomination	3	4	7	Berserk	C
136	 Pirate	3	3	8	Berserk	U
137	 Horn Squatch	3	9	1	Projectile	R
138	 Bug Eye	3	8	2	Projectile	U
139	 Striker	3	7	3	Projectile	C
140	 Streak	3	6	4	Projectile	C
141	 Bloodsucker	3	5	5	Projectile	C
142	 Impaler	3	4	6	Projectile	C
143	 Red Beret	3	3	7	Projectile	C
144	 Tiger Demon	3	2	8	Projectile	R
145	 Stabber	3	8	0	Swap	R

#### Complete Token List and Stats (continued)

TOKEN	NAME	FANS	SPIRIT ENERGY	ATTACK	ACTION	RARITY
146	 Gouki	3	7	1	Swap	U
147	 Demon Egg	3	6	2	Swap	C
148	 Freak	3	5	3	Swap	C
149	 Masks	3	4	4	Swap	C
150	 Crucifier	3	3	5	Swap	C
151	 Sabre Teeth	3	2	6	Swap	R
152	 Bolt	3	7	0	Jump	R
153	 Screw Head	3	6	1	Jump	U
154	 Skulls	3	5	2	Jump	C
155	 Vulture	3	4	3	Jump	C
156	 Slugger	3	3	4	Jump	C
157	 Butcher	3	2	5	Jump	U
158	 Yoko Kurama™	2	6	2	None	U
159	 Spirit Egg	2	4	3	Swap	U
160	 Sakyo	1	6	1	Projectile	R



# SECRETS AND EXTRAS

## ADDITIONAL GAMEPLAY MODES

In addition to the modes immediately available at the game's beginning, these modes will be unlocked via various criteria in-game (see the following table for prerequisites).



### DARK TOURNAMENT PLUS

This adds additional chapters to the Dark Tournament Story mode that are not immediately accessible from the game's beginning. Note that some characters cannot be unlocked without playing chapters set in this mode.



### SURVIVAL MODE

This mode pits you against a slew of foes, and your only job is to survive their relentless onslaught. You win after beating down nine opposing fighters, and you may unlock something. The rub, however, is that you only get one life bar with which to do it!

### TAG TEAM MODE



After unlocking this mode, you'll be able to engage in up to five-on-five battles—or any combination in between—in Skirmish mode. By pressing **(R3)**, your character will leap away from the fray and call in another fighter from the bench. It's an intriguing twist and makes for interesting fights against friends!

## ADDITIONAL GAMEPLAY MODES

Here is the info you need to unlock the characters, arenas, and gameplay modes in *Yu Yu Hakusho®: Dark Tournament™*:

### UNLOCKING ARENAS

Arena	How to Unlock	Arena	How to Unlock
Training Dojo	Complete Younger Toguro's™ Arcade mode without losing a round	The Cave	Complete Dark Tournament Episode 21
The Cliff	Complete Dark Tournament Episode 13	Dark Arena	Complete Dark Tournament Episode 22
		Crashed Arena	Complete Dark Tournament Episode 30





### UNLOCKING GAMEPLAY MODES

Gameplay Modes	How to Unlock
Survival Mode	Complete Dark Tournament Episode 6
Tag Team Mode	Complete Dark Tournament Episode 7
Dark Tournament Pro Mode	Complete Dark Tournament Episode 30

### UNLOCKING CHARACTERS AND ALTERNATE COLORS

Name	How to Unlock	Name	How to Unlock
Rinku™	Complete 2 rounds with a "Perfect!" in 1 Player Mode; Hard Difficulty	Shishi™ Wakamaru	Beat Genkai™ with Yusuke® in the Cave; 1 player, Hard difficulty
Roto™	Complete Dark Tournament Episode 9	Suzuka™	Complete Survival mode with Shishi™
Zeru™	Win five fights in a row (any difficulty)	Karasu™	Defeat Kurasu™ with Yoko Kurama™ in Survival mode
Chu™	Win a Token Game match with Chu's™ card in the deck	Bui™	Complete Ichigaki's™ Survival mode
M1™	Complete Dark Tournament Episode 15	Elder Toguro™	Beat Younger Toguro™ without him activating "Increase Strength"; 1 player, Hard difficulty
M2™	Beat M1's™ Arcade mode	Younger Toguro™	Complete Dark Tournament Episode 31
M3™	Beat Hiei® and Kurama™ in Tag Team mode with M1™ and M2™ as your team	Yusuke® alt.	Beat Yusuke® (CPU-controlled) in any mode
Dr. Ichigaki™	Complete Dark Tournament Pro Episode 16	Kurama™ alt.	Complete Kurama's™ Arcade mode
Gama™	Complete Touya's™ Arcade mode	Hiei® alt.	Win a Tag Team fight against five opponents with Hiei®
Touya™	Complete Dark Tournament Episode 21	Kuwabara® alt.	Complete Kuwabara's® training against Kuwabara®
Jin™	Beat Jin™ with "Perfect!" in Dark Tournament Episode 23	Bui™ alt.	Complete Bui's™ Arcade mode
Risho™	Destroy 75% of the arena floor in any mode with 1 player	Elder alt.	Defeat Younger Toguro™ in Dark Tournament Episode 2
Makintaro™	Complete Dark Tournament Episode 22	Younger alt.	Complete Younger Toguro's™ Arcade mode as Yusuke®
Kuro™ Momotaro	Complete Makintaro's™ Arcade mode		

### SPECIAL TOKENS

No.	Name	How to Unlock	No.	Name	How to Unlock
55	Ogre	Complete Episode 6 in DT mode	120	Yukina™	Complete Episode 19+ in DT+ mode
56	Captain	Complete Episode 7 in DT mode	158	Yoko Kurama™	Complete Episode 23+ in DT+ mode
118	Gatasubal	Complete Episode 15+ in DT+ mode	159	Spirit Egg	Complete Episode 26 in DT mode
119	Gambler	Complete Episode 18+ in DT+ mode	160	Sakyo™	Complete Episode 30+ in DT+ mode



## INTERVIEW WITH ATARI

We had a chance to sit down with Atari's Mark Flitman during the course of this guide and pick his brain about the game, anime, and what's next for Atari's anime properties:

### P: Prima A: Atari

**P:** Who are you and what's your position at Atari?

**A:** I'm Mark Flitman, senior producer for Atari.

**P:** How long have you been at Atari and what other titles have you worked on (Atari and otherwise)?

**A:** I've been at Atari for one year. I'm working on a variety of very cool anime properties: *Yu Yu Hakusho*™ for the PS2 and GBA, *Dragon Ball Z*™ *Buu's Fury*™, *Zoids*, and some surprises in the near future. In the past, I've produced dozens of titles: *The Simpsons*, *Spider-Man*, *Teenage Mutant Ninja Turtles*, *X-MEN*, *WWF Wrestling*, *NFL Blitz*, *MLB Slugfest*...to name a few.

**P:** What are some of your favorite games?

**A:** I really enjoy action adventure games and games based on comics or animation. I've just started to get into anime and I'm hooked.

**P:** Are you a big fan of anime or manga in general? What are some of your favorites?

**A:** This year is my first introduction to anime. I grew up being a huge fan of Marvel and DC. I still keep up with them, but due to our relationship with FUNimation, I have a whole new world opened up to me. I'm starting to become a big fan of anime and manga. The stories and characters are much deeper than I originally thought and the humor is great. *Yu Yu Hakusho*™ is an excellent series. *Dragon Ball Z*™ is incredible; I'm going through the whole series right now.

**P:** How long has *Yu Yu Hakusho*™: *Dark Tournament* been in development?

**A:** About a year and a half.

**P:** Who developed it and what else have they done? Were they big fans of the anime/manga or did the project win them over?

**A:** The game is developed by Digital Fiction. They are big fans of *Yu Yu Hakusho*™ and *Dragon Ball Z*™. They have some very talented people there and have worked on a variety of titles in the past. Most recently, they did *Black and Bruised*.

**P:** What (or who) was the impetus for Atari to get behind anime-based titles in such a big way?

**A:** That's a good question. While Atari was into anime titles before I started here, it has become apparent to me that anime is growing in popularity here in the U.S. Properties like *Yu Yu Hakusho*™ not only have developed a following on TV, but they are also capable of inspiring some fun video games.

**P:** Why do you think it took Atari getting involved for the world to finally get some really well done titles based on the *Dragon Ball*™ and *Yu Yu Hakusho*™ properties?

**A:** Atari has some very passionate gamers working here and it shows in the quality of the titles. The nice thing about Atari and the creative process is that everyone's opinion is heard and good decisions are made. People here do their homework, and that's very apparent when the games are finished.

**P:** How are the various Atari-developed titles (*Budokai*™, *The Legacy of Goku*™, etc.) received in Japan and Europe?

**A:** Actually, *Budokai*™ was developed by Bandai and Dimps in Japan, and they did a wonderful job. But last year's *The Legacy of Goku*™ II for the GBA by WebFoot was one of the most critically-acclaimed DBZ titles ever made, and it has been very well received around the world. It showed that high-quality, fun anime titles clearly could be made here in the U.S.

**P:** What about this game makes it a must-buy for fans of the anime and manga?

**A:** This game has something for everyone. There is the *Yu Yu Hakusho*™: *Dark Tournament* storyline, which is excellent. The game is loaded with a large variety of characters, game modes, unlockables, video clips from the show, and a special video clip that was made exclusively for this game.

**P:** What makes it a must-buy for those who might not have much interest in the IP?

**A:** If you're a fan of fighting games, you'll have a great time. If you like card games, there is an excellent Token Game that is very addictive. If you like a lot more storyline to your fighting games, *Yu Yu* has that. As with DBZ, the *Yu Yu Hakusho*™ story sets this title apart. This game is a whole lot of fun and it has endless replayability; there are over 100 unlockables.

**P:** What does this game bring to the genre that other titles haven't to this point?

**A:** Variety! In the past, fighting games had fighting and that's it. *Yu Yu Hakusho*™ not only has a variety of fighting modes, but there is also a very in-depth Token Game and a story mode.

**P:** The Token Game is amazingly addictive—what led to its inclusion in the game? Might we see something similar in future Atari titles?

**A:** We're always trying to find ways to offer more depth and innovation to our game design, so if something like this can add to other Atari titles, it definitely will be on the table.

**P:** *YYH*: DT bears a resemblance to Atari's other big-time anime/manga fighting game: *Dragon Ball Z*™: *Budokai*™ (1 and 2)—do they share any of the same technology?

**A:** Actually, they don't. But their similarity is deliberate in the sense that we wanted the game first to appeal to fans of the show. In that way, we don't just think of it as a fighting game. It's really a *Yu Yu Hakusho*™ game first, a fighting game second.

**P:** There appears to be a high degree of polish on the visuals, from the high poly-count models, to some impressive backgrounds and effects (the lapping surf is mesmerizing)—how difficult was it to achieve such performance on the PS2?

**A:** Starting with solid PS2 technologies they developed and continually refine, Digital Fiction extended and optimized their engine to support more lighting and special effects.

**P:** How about ports to other consoles? Xbox or GameCube version(s) in the near-future? A *Yu Yu* fighting game on GBA?

**A:** Right now PS2 is the only platform we have planned for a *Yu Yu* fighter.

**P:** Who's your favorite character and why?

**A:** I really like Kuwabara™. He has a great personality, and he's loyal to his friends. He's not the strongest fighter, but he has heart. I also get a real kick out of his voice in the series.

**P:** Are all the voice samples in the game specifically recorded for the game by the original voice actors?

**A:** Absolutely; we wanted this to be a true *Yu Yu Hakusho*™ experience.

**P:** Are there plans for further, non-GBA *Yu Yu Hakusho*™ titles?

**A:** We'll keep you posted!

**P:** What's next for Atari's anime empire? *Shaman King*? *Zoids*? *Inu Yasha*? Or, dare we hope, *Naruto*?

**A:** We're working on a couple of exciting *Zoids* titles. As for the others, they are terrific anime properties. When Atari officially starts working on any new anime titles, we'll be sure to let you know.

**P:** Anything you'd like to say to the fans out there?

**A:** I hope you all enjoy the game. Be sure to check out the Token Game mode and keep watching for new anime titles from Atari in the future. We've got some very exciting games coming up!

*We'd like to thank Mark for taking a moment out of multiple "crunch" times to chat with us—thanks Mark, and good luck with the game!*



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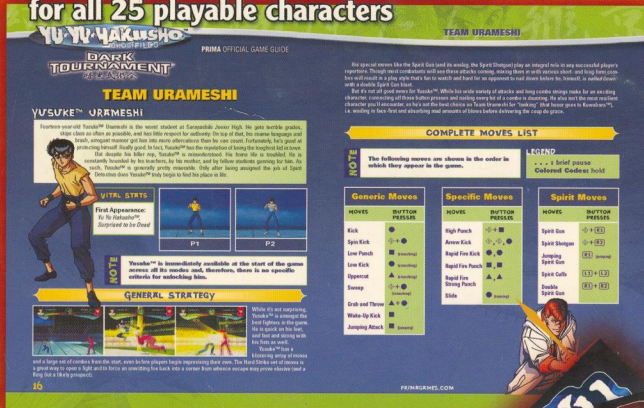
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